SCOOBY-DOO!™ 400 Coloring & Activity Pages

Ruh Roh!

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SCOOBY-DOO!™

400 Coloring & Activity Pages

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(s08)

SCOOBY-DOO!™

Nowhere To Hyde

TM & © Hanna-Barbera.

The Ghost of Hyde!

Escaped!

TM & © Hanna-Barbera.

"Here you go — three liverwurst and onion sandwiches, a la mode."

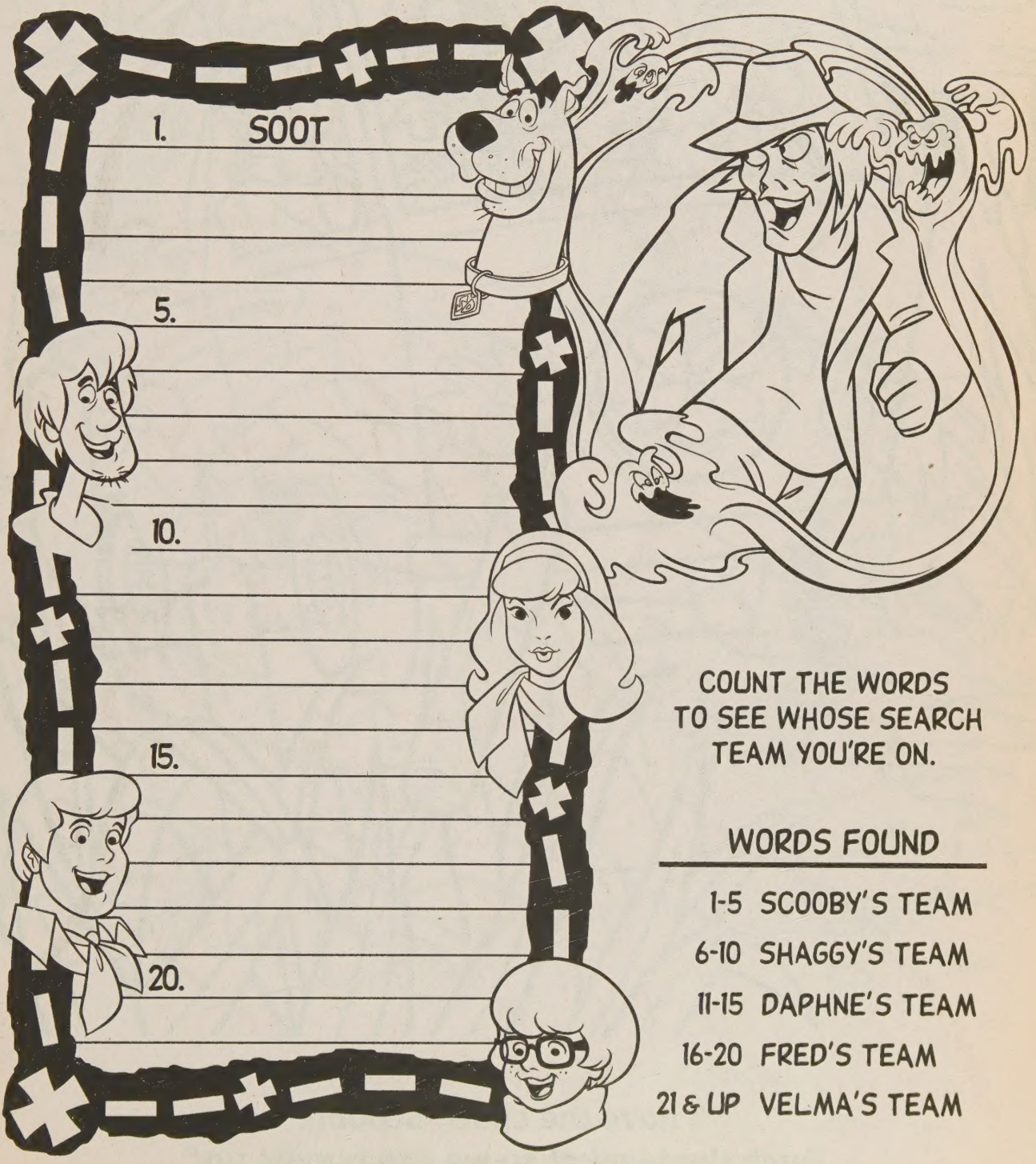
TM & © Hanna-Barbera.

"Come on, Scooby, time to go!"

TM & © Hanna-Barbera.

HOW MANY WORDS CAN YOU MAKE OUT OF

GHOST OF HYDE?



COUNT THE WORDS TO SEE WHOSE SEARCH TEAM YOU'RE ON.

WORDS FOUND	
1-5	SCOOBY'S TEAM
6-10	SHAGGY'S TEAM
11-15	DAPHNE'S TEAM
16-20	FRED'S TEAM
21 & UP	VELMA'S TEAM

TM & © Hanna-Barbera.

"I have the chills, Scooby.
Fetch the blanket so we can bundle up."

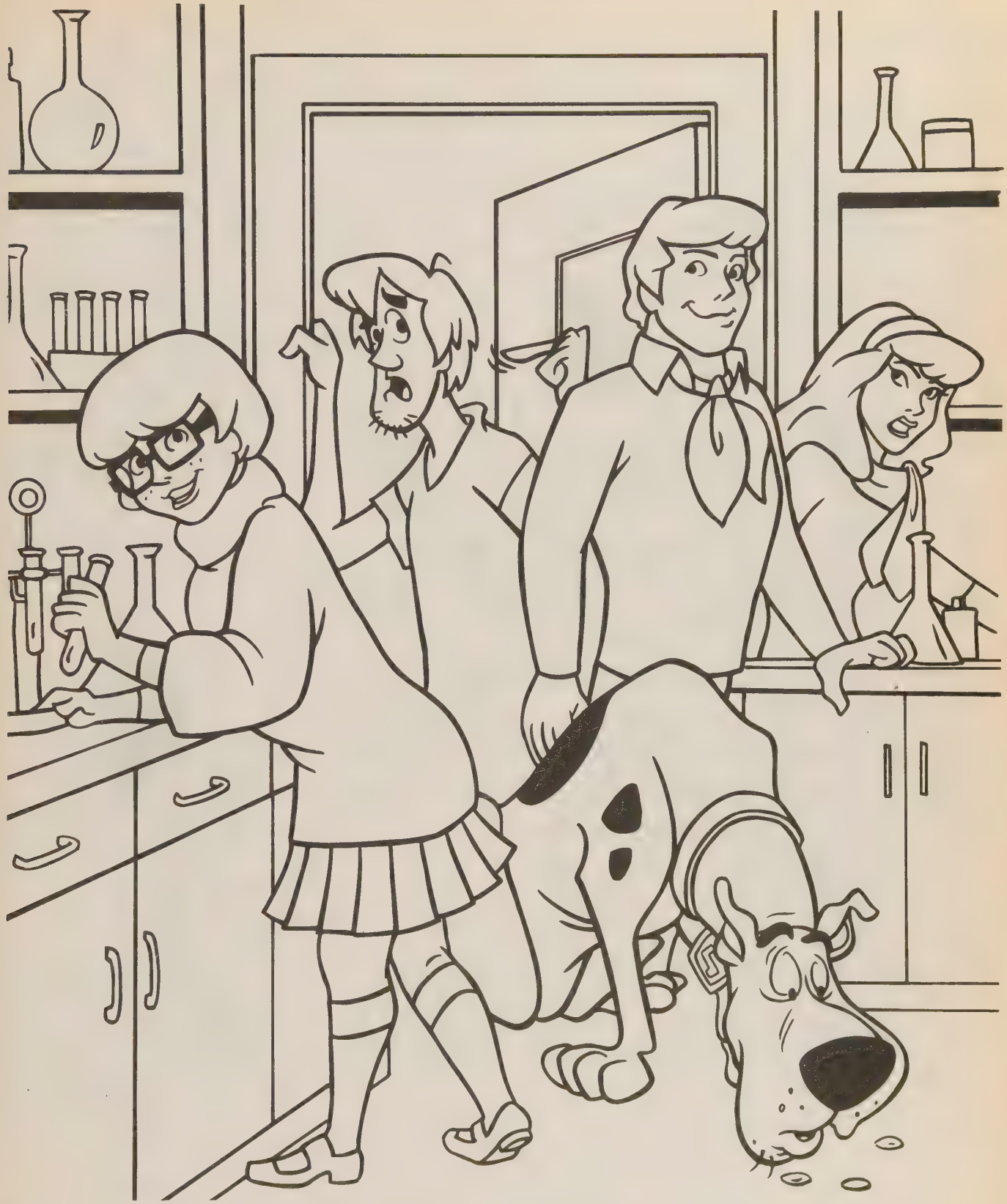
TM & © Hanna-Barbera.

"Excuse re... RIIIPE!"

TM & © Hanna-Barbera.

"Jinkies! Did you get a look at his face?
That's the creepy jewel thief — the Ghost of Mr. Hyde."
"Come on, let's follow him, gang."

TM & © Hanna-Barbera.



"It's like a mad scientist's laboratory.
It must belong to the Ghost of Hyde."
"Zoinks! Someone's coming!"

TM & © Hanna-Barbera.

"Like, what's with you, Scooby-Doo?!"

TM & © Hanna-Barbera.

"We're glad you didn't turn out to be the ghost, Dr. Jekyll."
"I'm not so sure I'm not the ghost.
Look what I found in my pocket!"

TM & © Hanna-Barbera.

"I was testing my new vitamin formula when I became dizzy. The next thing I knew, my housekeeper, Helga, was waking me up and I had the jewels in my pocket."

TM & © Hanna-Barbera.

"We better split up and search for this ghost. Watch out, gang!"

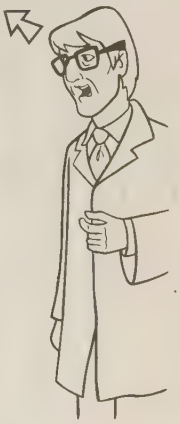
TM & © Hanna-Barbera.

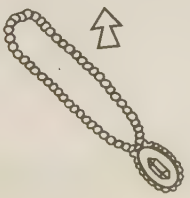
"Freddy said to search the place from top to bottom."

TM & © Hanna-Barbera.

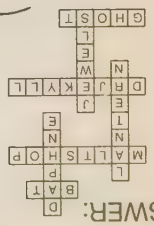
HAUNTED CROSSWORD

Fill in the words that correspond to the pictures.





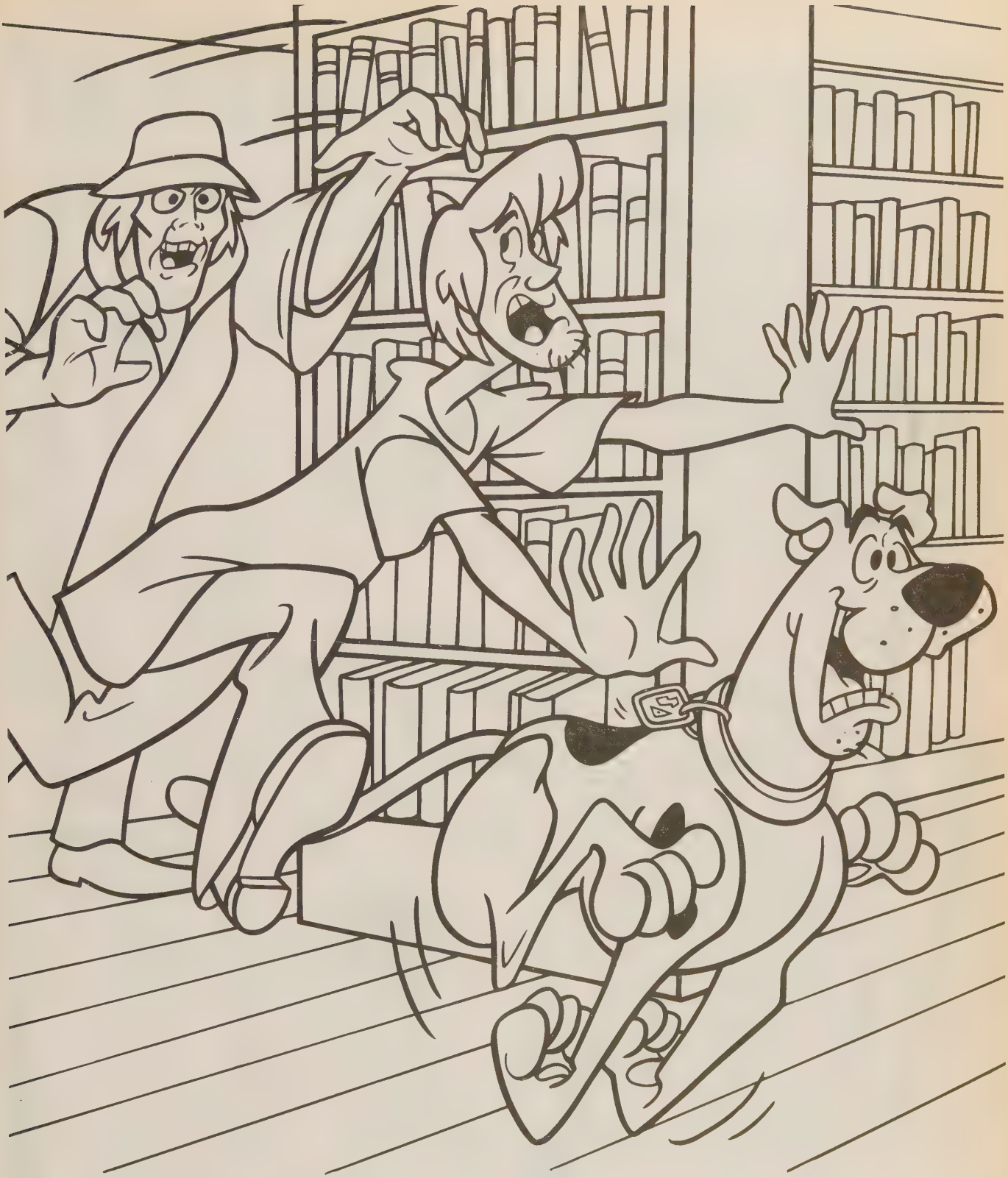
ANSWER:



TM & © Hanna-Barbera.

"Maybe one of these books will give us a clue, Scooby-Doo."

TM & © Hanna-Barbera.



"Zoinks! We hit the jackpot!"

TM & © Hanna-Barbera.

Find THE IMPOSTER!

ANSWER: 1

TM & © Hanna-Barbera.

"I sure hope Shaggy and Scooby are having
better luck than we are."
"Wait, I think I've found a clue.
It looks like someone was in a hurry to burn something."

TM & © Hanna-Barbera.

"Hmmm... so Helga the housekeeper used to be a famous trapeze artist. I wonder...."

TM & © Hanna-Barbera.

"I have a hunch we'll find more clues in Helga's room!"

TM & © Hanna-Barbera.

SECRET CODE

Use the code to decipher the clue.

CODE

26=A
25=B
24=C
23=D
22=E
21=F
20=G
19=H
18=I
17=J
16=K
15=L
14=M
13=N
12=O
11=P
10=Q
9=R
8=S
7=T
6=U
5=V
4=W
3=X
2=Y
1=Z

19 22 15 20 26 4 26 8 26

21 26 14 12 6 8 24 18 9 24 6 8

11 22 9 21 12 9 14 22 9 .

ANSWER: HELGA WAS A FAMOUS CIRCUS PERFORMER.

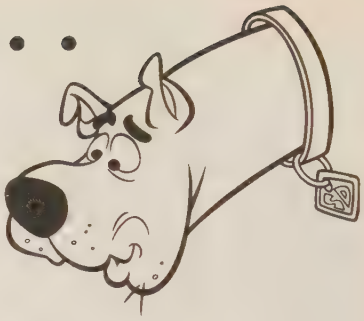
TM & © Hanna-Barbera.

"You're right, Velma. Look, face paint, vitamin pills and suction cups!"

TM & © Hanna-Barbera.

In Search Of...

Help Scooby-Doo follow the footprints to solve the mystery. You must find 12 footprints before you find the clue! You cannot use the same path twice!



Start Here

TM & © Hanna-Barbera.

"What would a famous circus performer want with suction cups?"

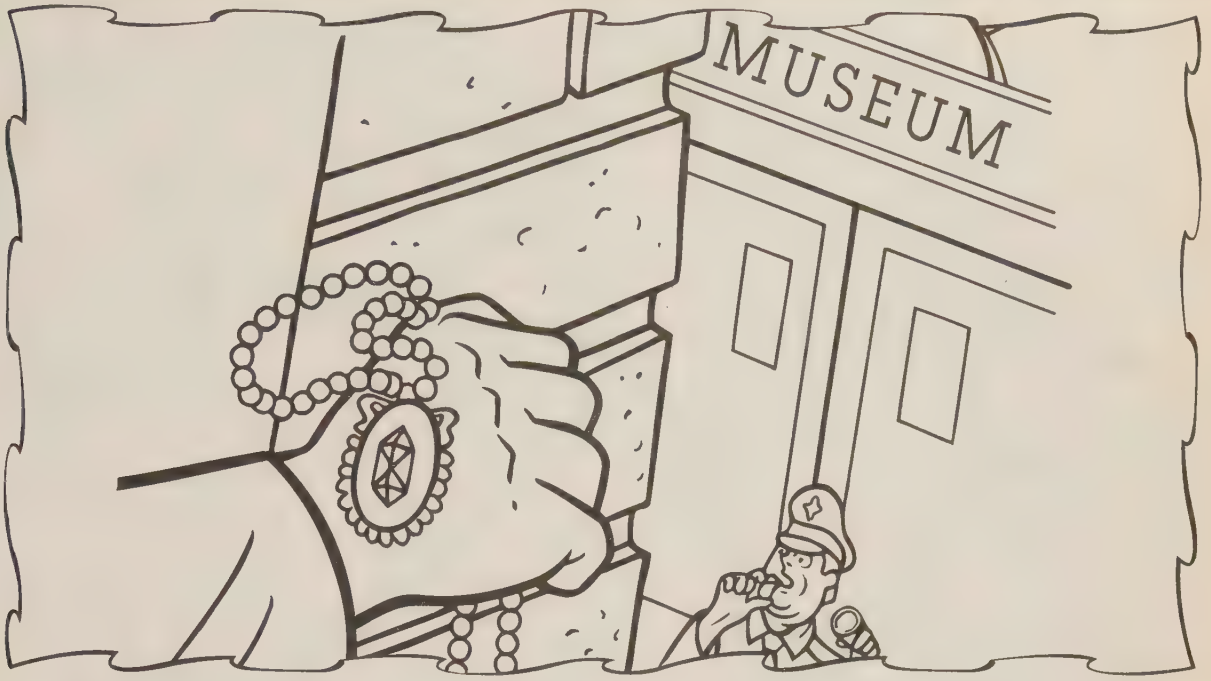
TM & © Hanna-Barbera.

"There you guys are, and just in time!
The Ghost of Hyde is a 24-karat phony.
Now it's our turn to scare the hide out of Hyde."

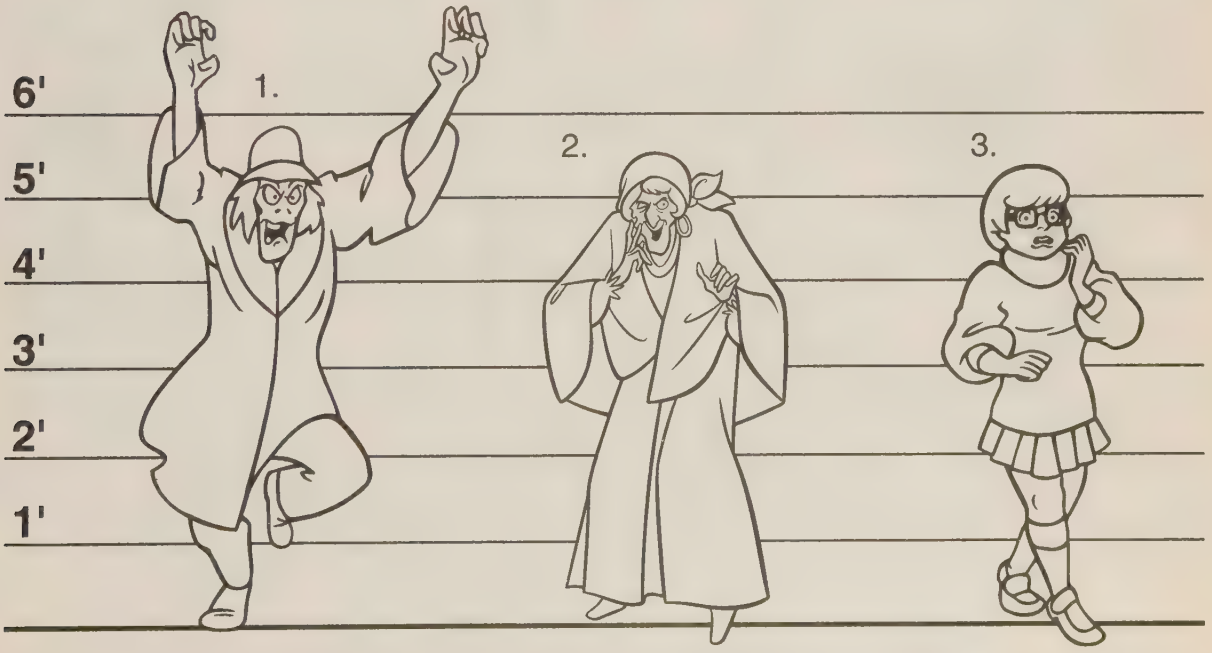
TM & © Hanna-Barbera.

Who SCOOBY-DOOed it?

Test your comprehension. What do you remember about the story?



Overnight, the Jeweled Necklace was stolen from the museum. The culprit somehow scaled down the wall of the museum to escape. Which suspect pulled off this caper and how?



ANSWER: THE THIEF USED SUCTION CUPS TO SCALE THE MUSEUM WALL.

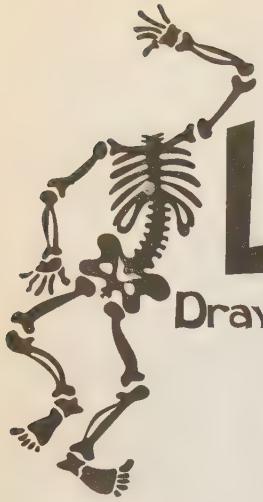
TM & © Hanna-Barbera.

"For he's an ugly masked fellow, that nobody can deny."

TM & © Hanna-Barbera.

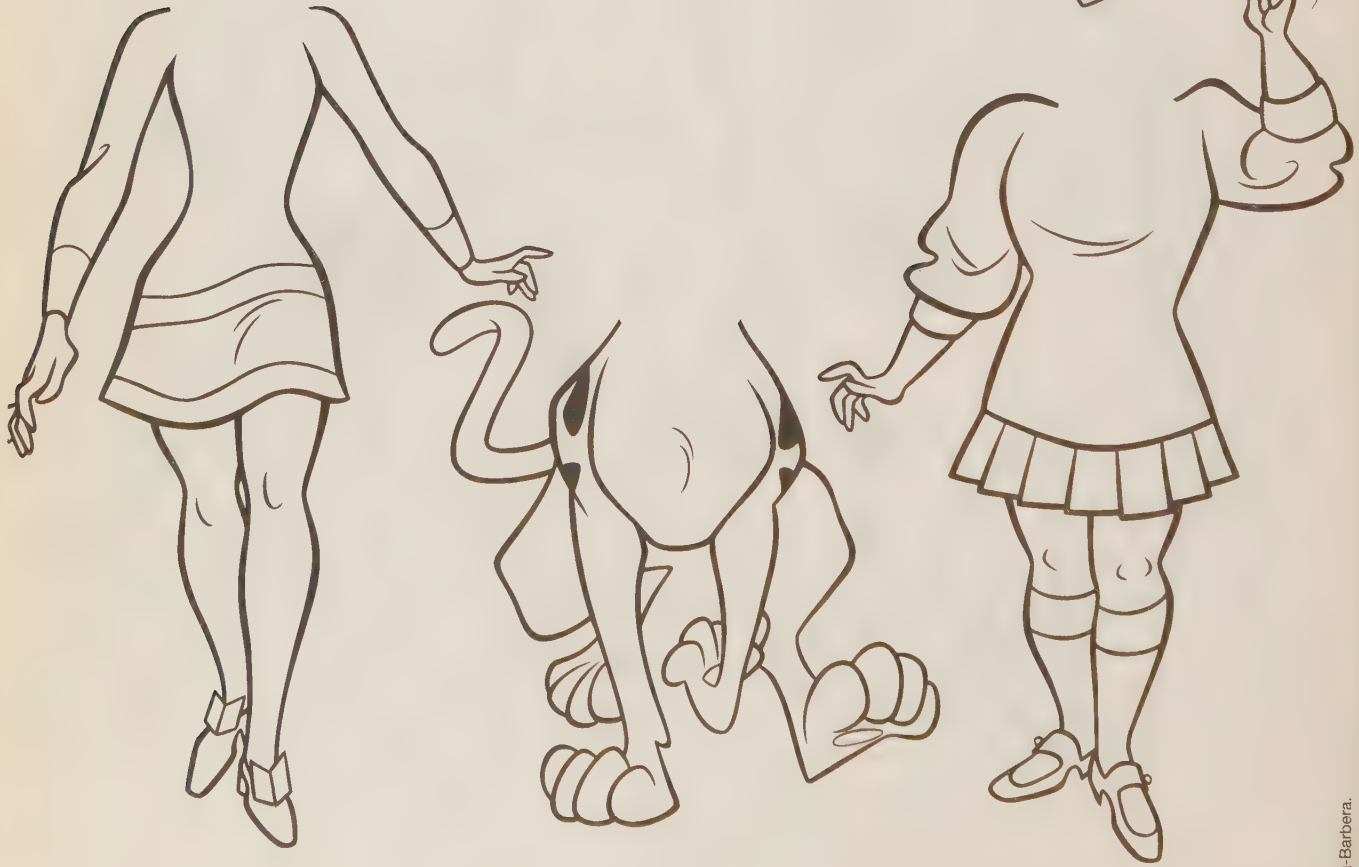
"The plan's working, Scoob!"

TM & © Hanna-Barbera.

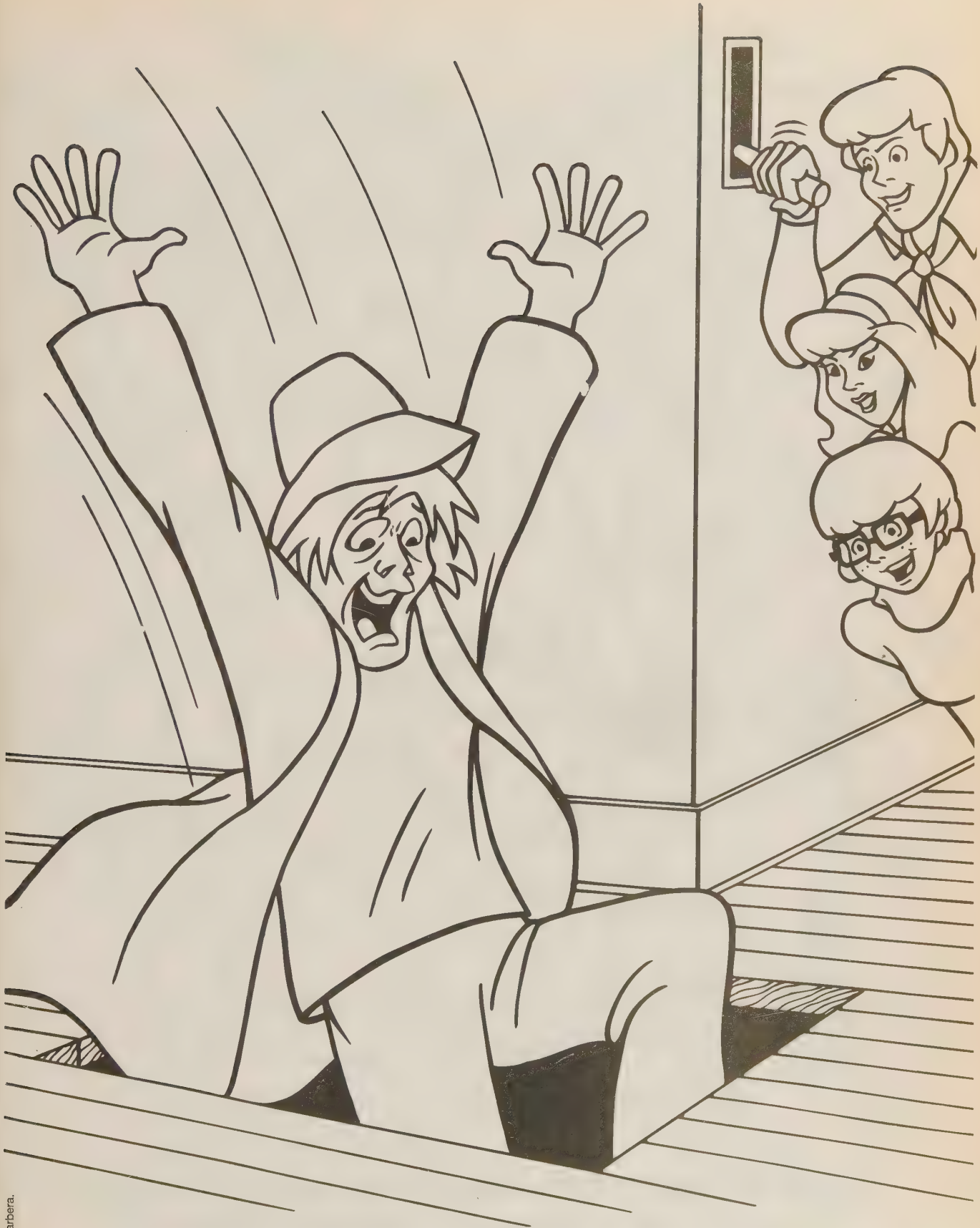


Lose Your Head?

Draw a line to match each head to the correct body.



TM & © Hanna-Barbera.



"Got 'im!"

TM & © Hanna-Barbera.

"When Dr. Jekyll's crazy experiments failed, he decided to turn to a life of crime. His climbing act was only an attempt to frame Helga, his housekeeper."
"Great work, gang!"

TM & © Hanna-Barbera.

SCOOBY-DOO!™

Trouble Ahead

TM & © Hanna-Barbera.

"Oh, brother, we're, like, lost... again."
"Maybe not. There's someone up ahead."

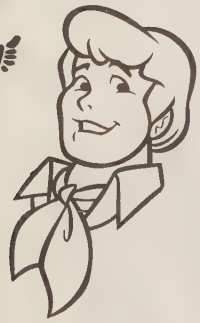
TM & © Hanna-Barbera.

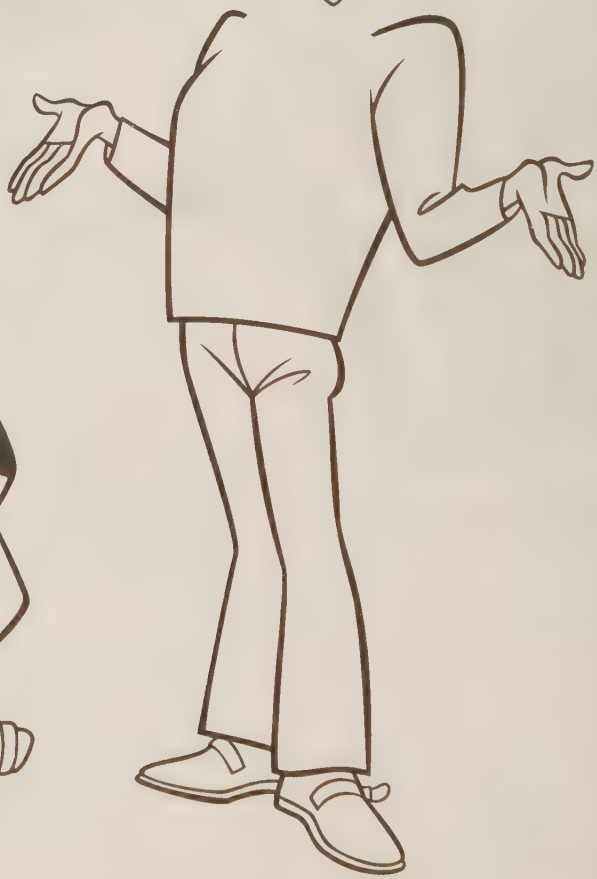
"Uh, excuse me, kind sir, can you show us the way to the... the... Zoinks! Zombie!"

TM & © Hanna-Barbera.

Lose Your Head?

Draw a line to match each head to the correct body.





TM & © Hanna-Barbera.

"Yes, Sirree! I, too, have seen the zombie and the old witch that brought him to life. Me and my pardner Zeb saw her in the swamp performing voodoo magic."

TM & © Hanna-Barbera.

SECRET CODE

Use the code to decipher the clue.

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9=R
8=S
7=T
6=U
5=V
4=W
3=X
2=Y
1=Z

7 19 22 4 18 7 24 19

11 9 26 24 7 18 24 22 23

5 12 12 23 12 12 14 26 20 18 24

18 13 7 19 22 8 4 26 14 11.

ANSWER: THE WITCH PRACTICED VOODOO MAGIC IN THE SWAMP.

TM & © Hanna-Barbera.

"Let's head over to Zeb's place.
Maybe we can get to the bottom of this mystery."

TM & © Hanna-Barbera.

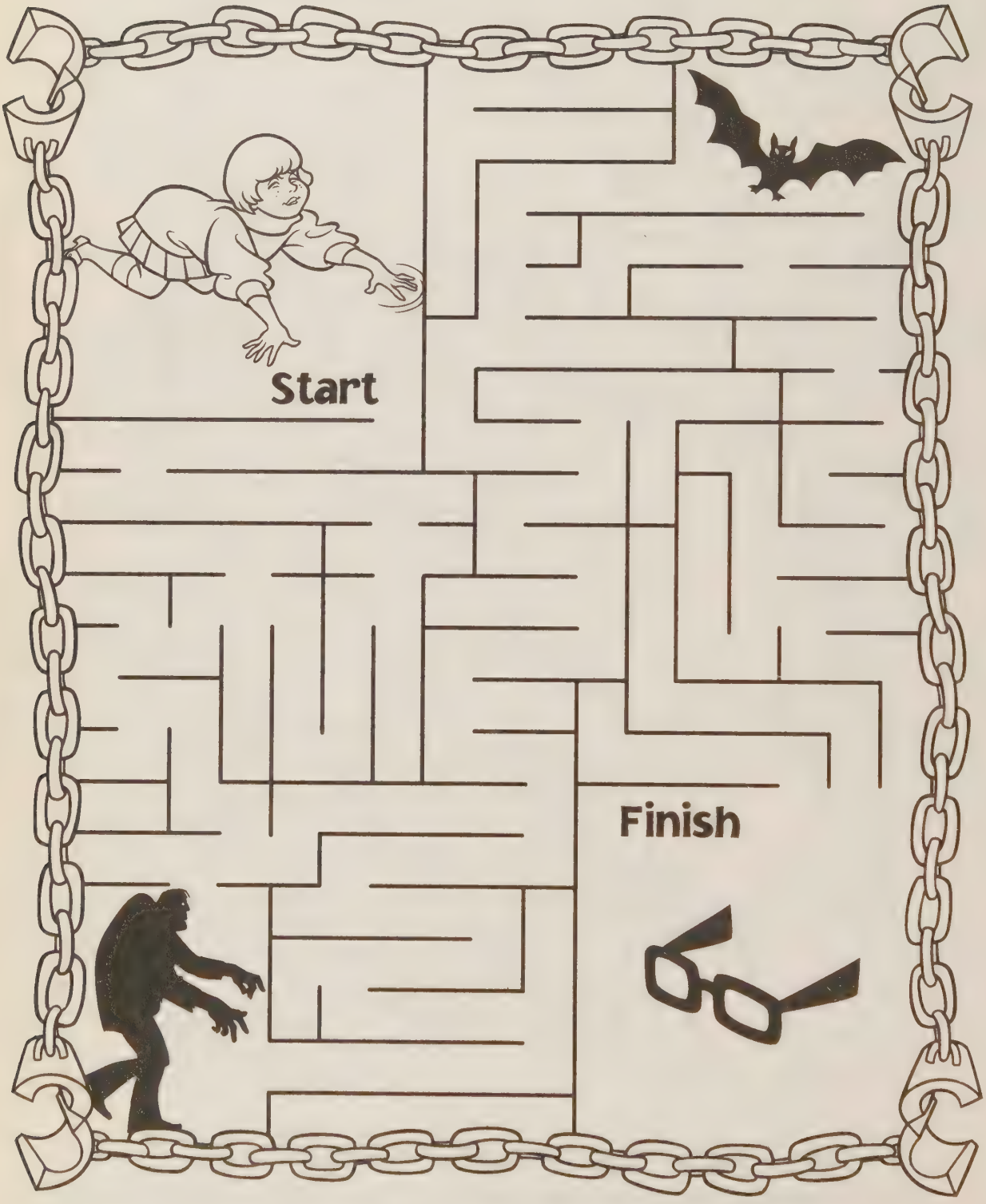
"I don't think anyone's been here for awhile, Freddy."
"Hey, Velma, I think I found Zeb, but it looks like... gulp...
the witch found him first."

TM & © Hanna-Barbera.

"This isn't Zeb, Shaggy.
It's a voodoo doll made to look like him."
"I thought he'd shrunk."

TM & © Hanna-Barbera.

Help Velma find her glasses
without running into any ghouls.



TM & © Hanna-Barbera.

"Jinkies! There they are, just as you suspected, Freddy. Let's follow 'em."

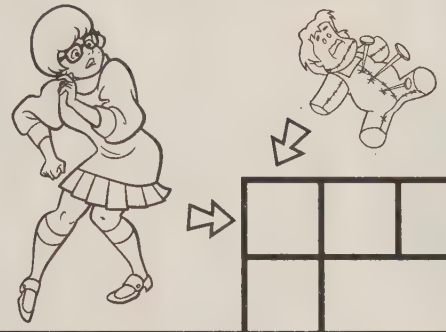
TM & © Hanna-Barbera.

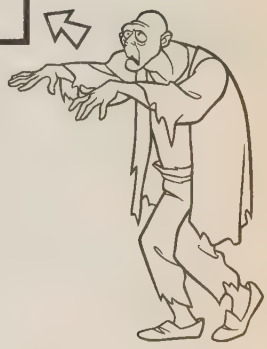
"Like, where'd they go?"
"Hey, get a load of this metal-tipped boat pole!
Let's go aboard and see what it's used for."

TM & © Hanna-Barbera.

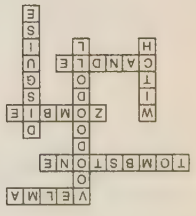
HAUNTED CROSSWORD

Fill in the words that correspond to the pictures.





ANSWER:



TM & © Hanna-Barbera.

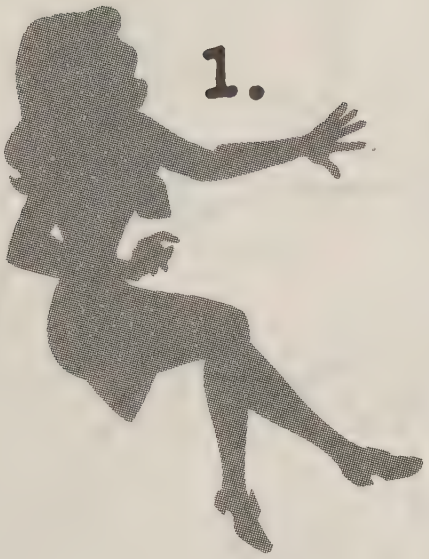
TM & © Hanna-Barbera.

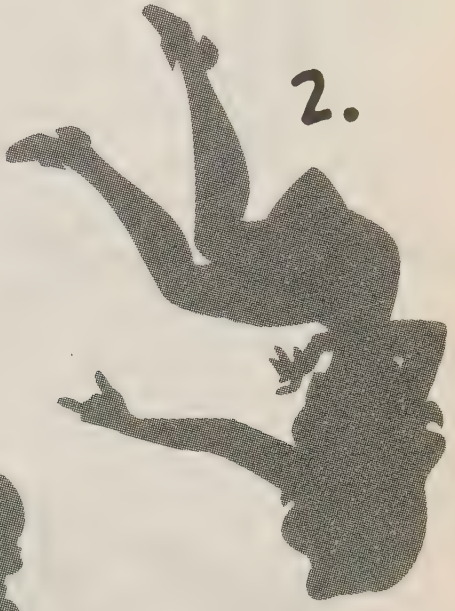
"It's like every time we split up I get stuck with you and those chattering teeth."

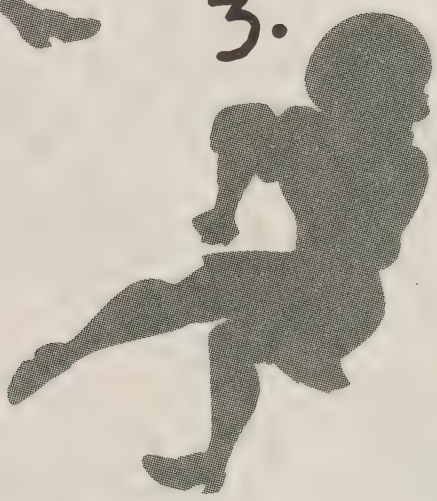
TM & © Hanna-Barbera.

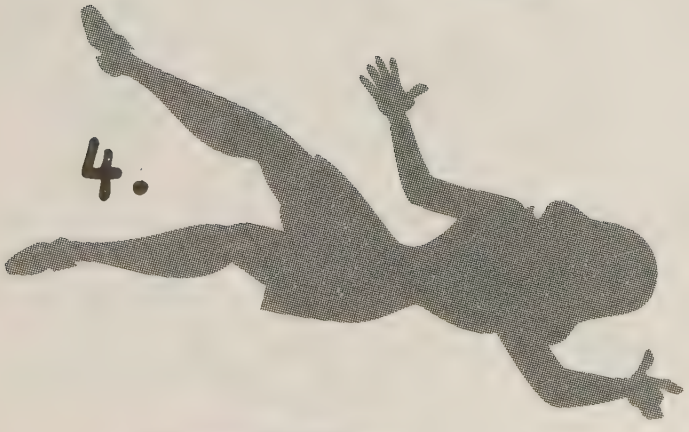
WHO'S SCARED?

Match Daphne to her correct shadow.









ANSWER: 1

TM & © Hanna-Barbera.

"A winch, power tools and a cutting torch."
"What would a witch want with a winch in a swamp?"

TM & © Hanna-Barbera.

"There's the witch! After her!"

TM & © Hanna-Barbera.

UNSCRAMBLE

What did Fred find on the boat?

Unscramble the letters. The letters in the box will reveal the answer.

1. MPASW
2. TCWHI
3. SUMAKN
4. ESTCRE
5. TOSHG

ANSWERS: 1. SWAMP 2. WITCH 3. UNMASK 4. SECRET 5. GHOST

TM & © Hanna-Barbera.

"It's only Shaggy and Scooby!"
"Like, we were hiding from the witch in this crazy getup."

TM & © Hanna-Barbera.

"Wait a minute! This is the witch's disguise!
Her head is a balloon — that's what made her fly!
Let's get out of here! We need to find one more clue."

TM & © Hanna-Barbera.

"Huh... Fred, like, I think we've found it."

TM & © Hanna-Barbera.

"Money!"

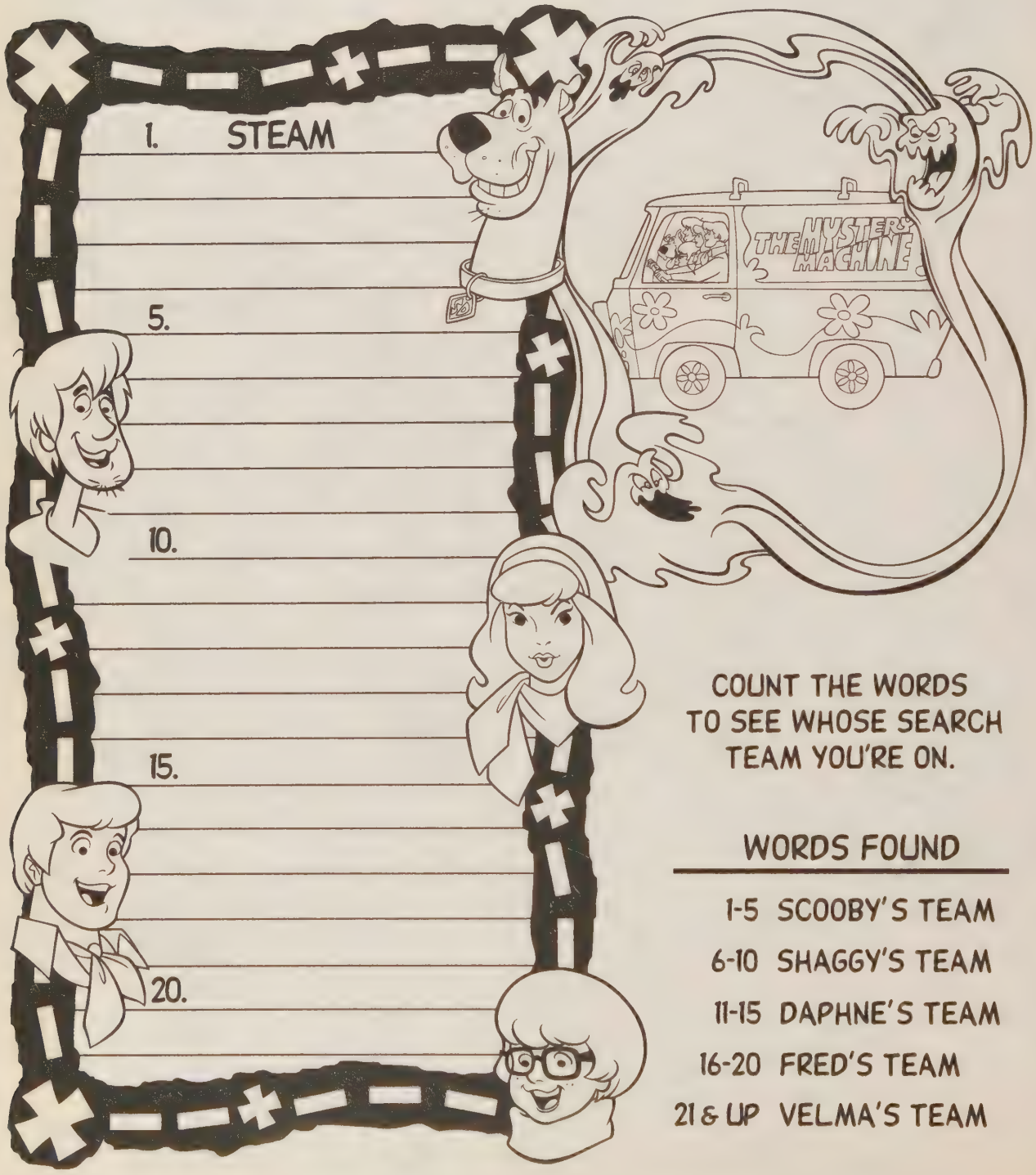
TM & © Hanna-Barbera.

"Here, double-ugly, go buy yourself a new face."

TM & © Hanna-Barbera.

HOW MANY WORDS CAN YOU MAKE OUT OF

MYSTERY MACHINE?



COUNT THE WORDS TO SEE WHOSE SEARCH TEAM YOU'RE ON.

WORDS FOUND

1-5 SCOOBY'S TEAM

6-10 SHAGGY'S TEAM

11-15 DAPHNE'S TEAM

16-20 FRED'S TEAM

21 & UP VELMA'S TEAM

TM & © Hanna-Barbera.

"Like, let her rip, Freddy."

TM & © Hanna-Barbera.

In Search Of. . .

Help Shaggy follow the footprints to solve the mystery. You must find 12 footprints before you find the clue! You cannot use the same path twice!

Start Here

TM & © Hanna-Barbera.

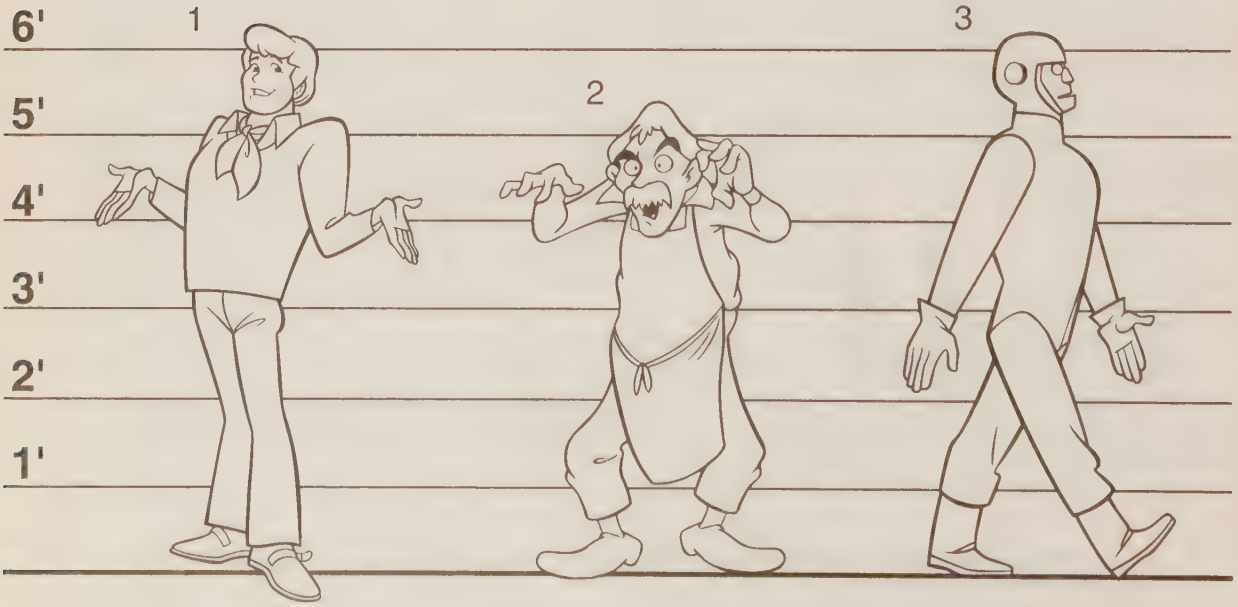
"Zeb and Zeek hijacked an armored car and hid it in the swamp. To protect their stolen loot, they dressed up like a witch and a zombie!"

TM & © Hanna-Barbera.

Who SCOOBY-DOOed it?

Test your comprehension. What do you remember about the story?

Overnight, an armored car full of money was hijacked.
The culprit hid the armored car
and the police have been unable to recover it.
Which suspect pulled off this caper and how?



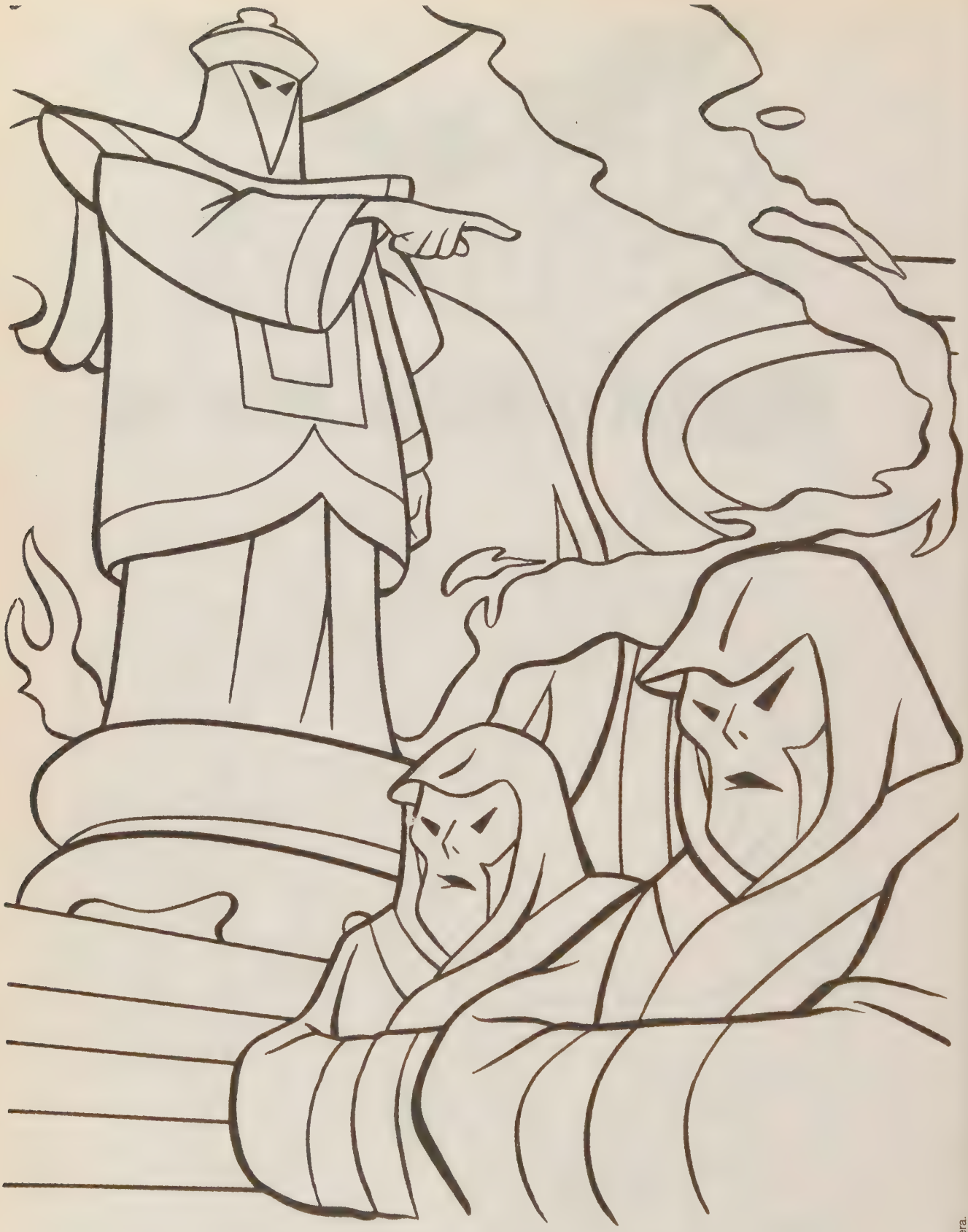
ANSWER: THE ARMORED CAR WAS HIDDEN IN THE SWAMP. THE CULPRIT PRETENDED TO BE A WITCH TO SCARE PEOPLE AWAY.

TM & © Hanna-Barbera.

SCOOBY-DOO!™

Mystery Mask Mix-up

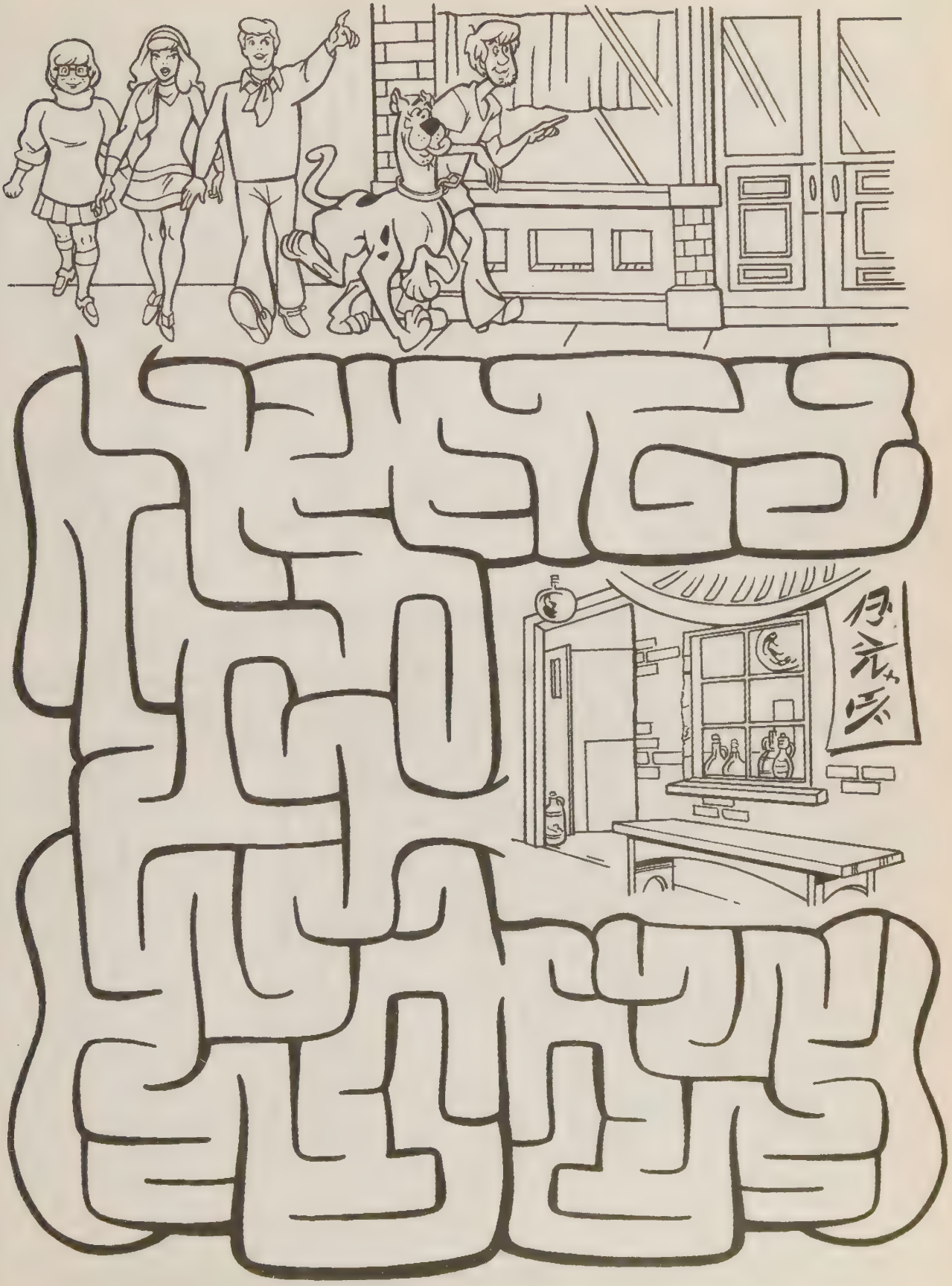
TM & © Hanna-Barbera.



Two hooded ghosts get orders to find
a golden mask.

TM & © Hanna-Barbera.

Take Scooby-Doo and the gang to the gift shop.



TM & © Hanna-Barbera.

"Wow, that's a groovy mask! I'll buy it!" exclaims Daphne.

TM & © Hanna-Barbera.

The ghosts have found the mask — and Daphne!

TM & © Hanna-Barbera.

Scooby-Doo tries to act like a tough watchdog, but his muscles don't scare the ghosts.

TM & © Hanna-Barbera.

Scooby-Doo gets the villains steamed
while the gang gets away.

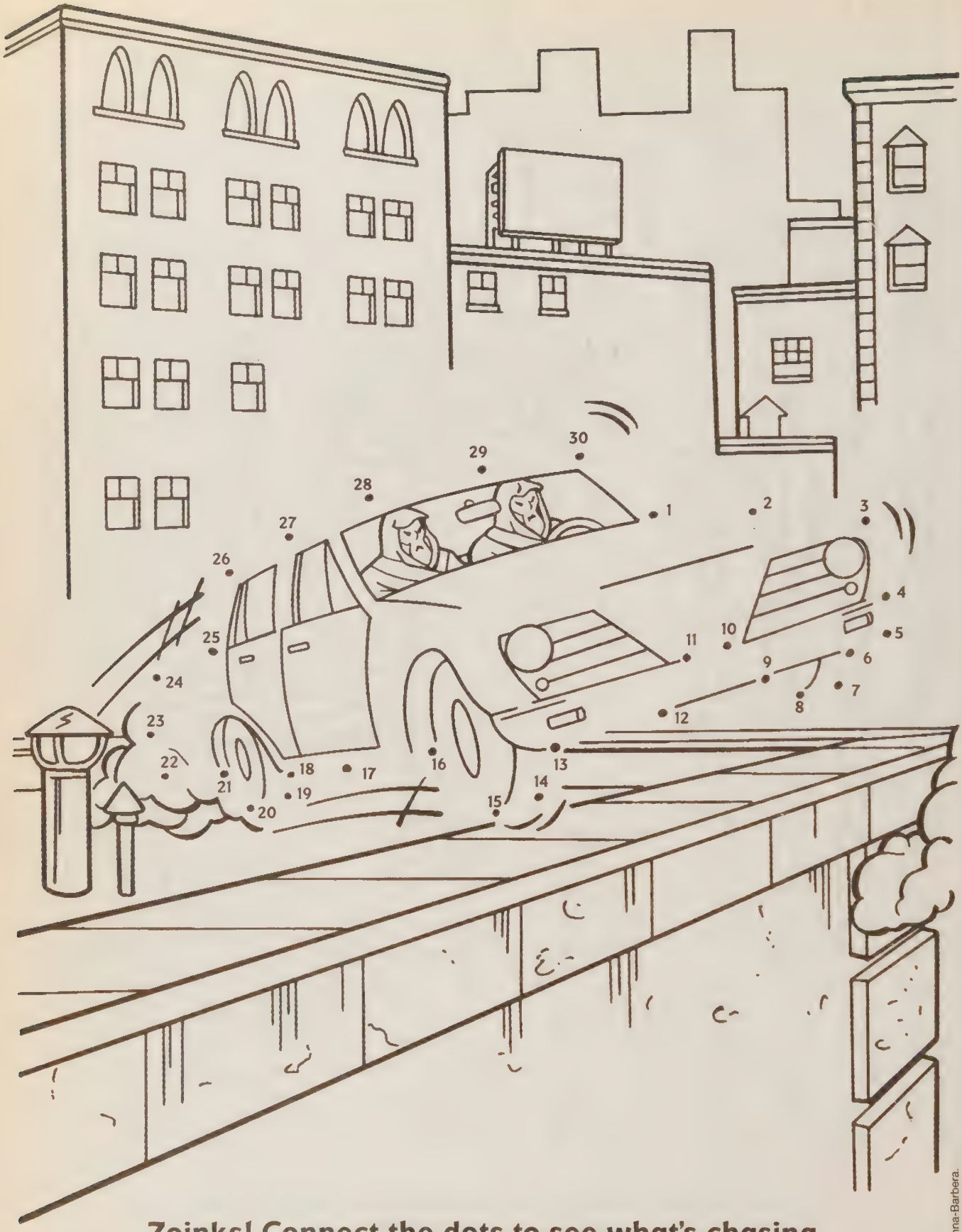
TM & © Hanna-Barbera.

The gang visits an art expert named A. Fong to learn the story behind Daphne's mask.

TM & © Hanna-Barbera

"This golden mask was stolen long ago from the great warlord Zentwo," A. Fong tells the gang. "Now his ghost wants it back."

TM & © Hanna-Barbera.



Zoinks! Connect the dots to see what's chasing Scooby-Doo and the gang all over the town.

TM & © Hanna-Barbera.

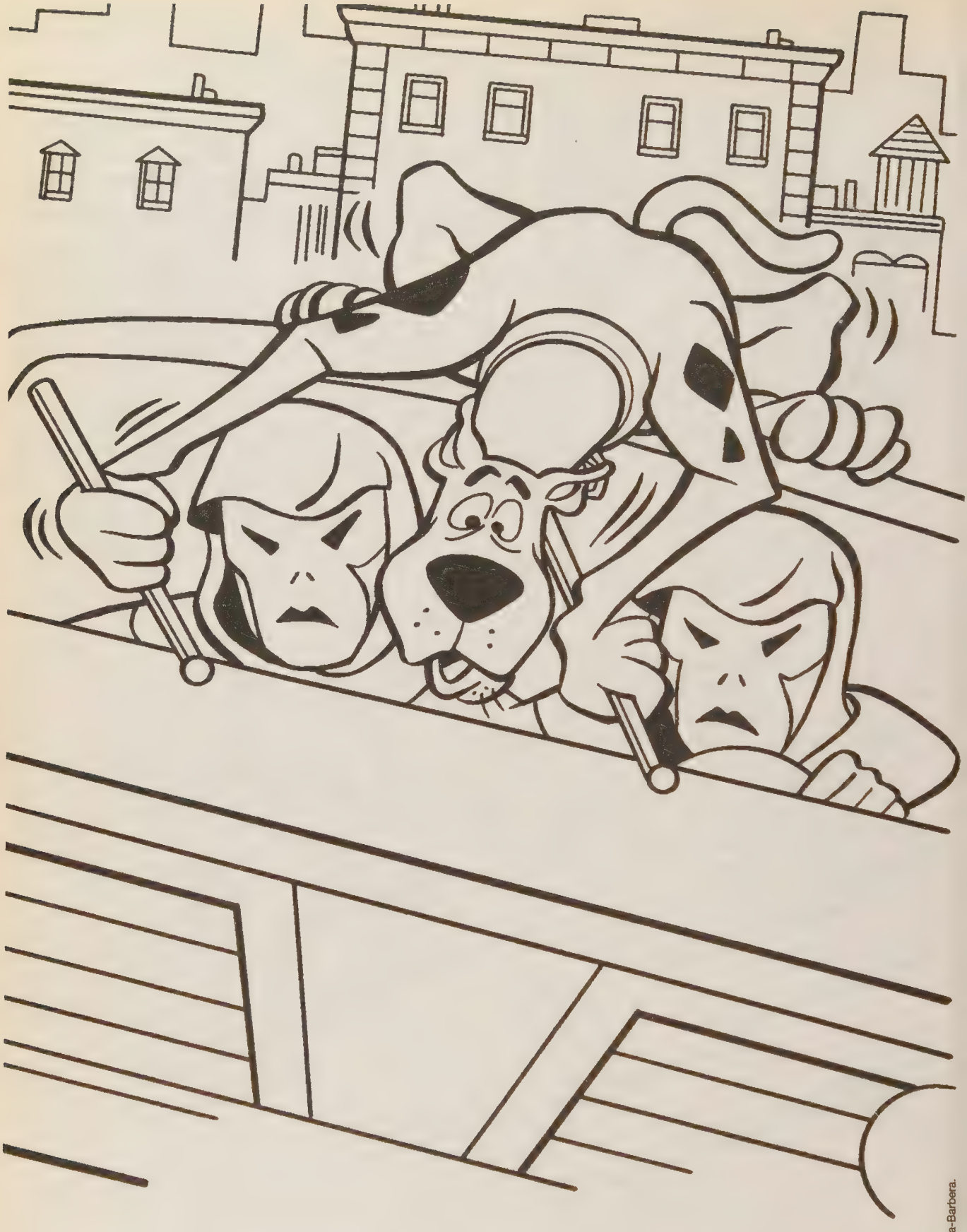
TM & © Hanna-Barbera.

It's a bumpy ride for Scooby-Doo!

TM & © Hanna-Barbera.

Scooby-Doo pedals back into the chase.

TM & © Hanna-Barbera.



Scooby-Doo is about to be wiped out!

TM & © Hanna-Barbera.

Fish, anyone?

TM & © Hanna-Barbera.

Scooby-Doo is fishing for the gang.
Connect the dots to see what he reels in instead.

TM & © Hanna-Barbera.

The ghosts have caught Daphne and the golden mask!

TM & © Hanna-Barbera.

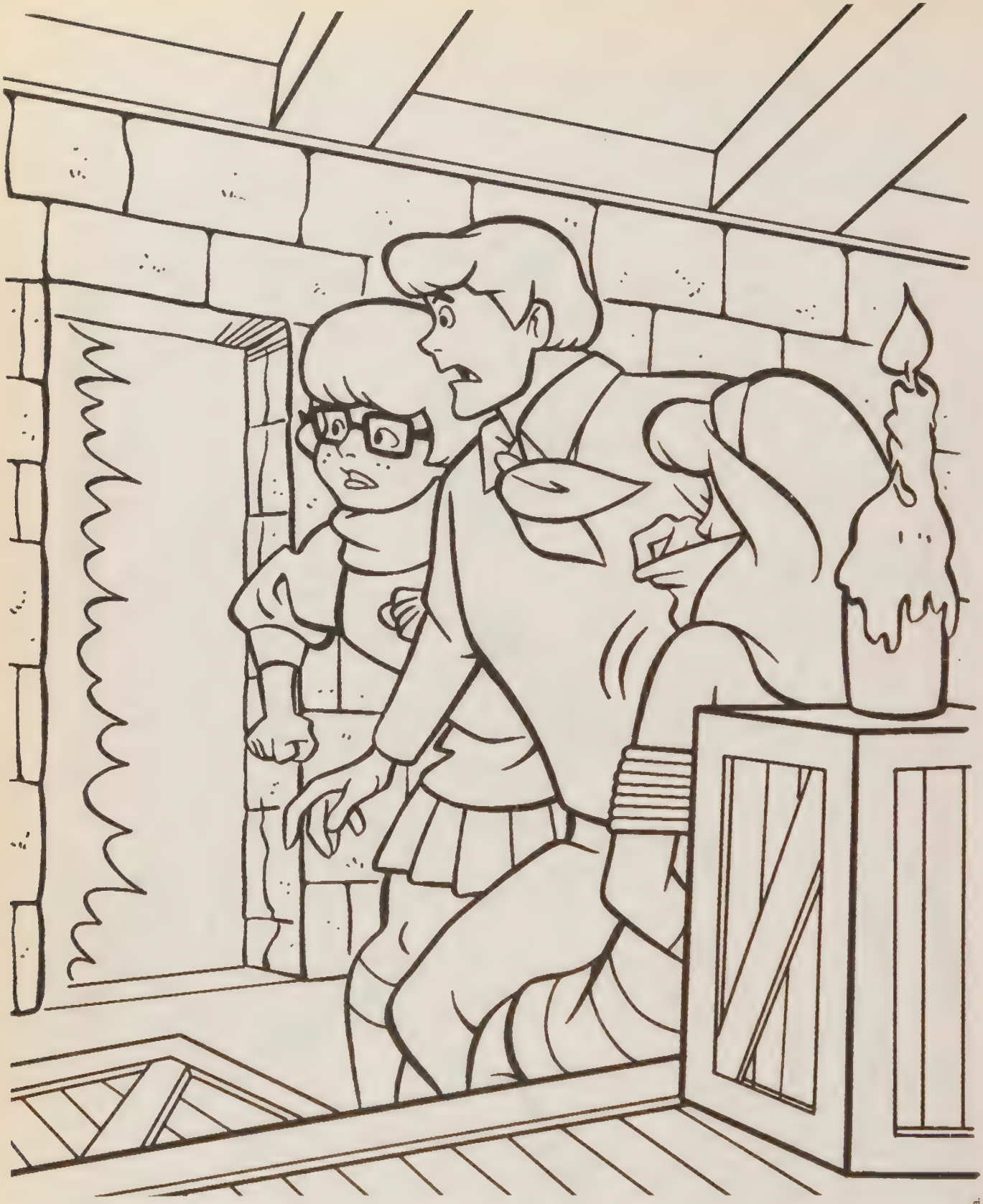
Jinkies!
Velma finds a ticket with a clue.
Hold the page up to a mirror to read it.

ANSWER: THE TEMPLE IN THE HILLS

TM & © Hanna-Barbera.

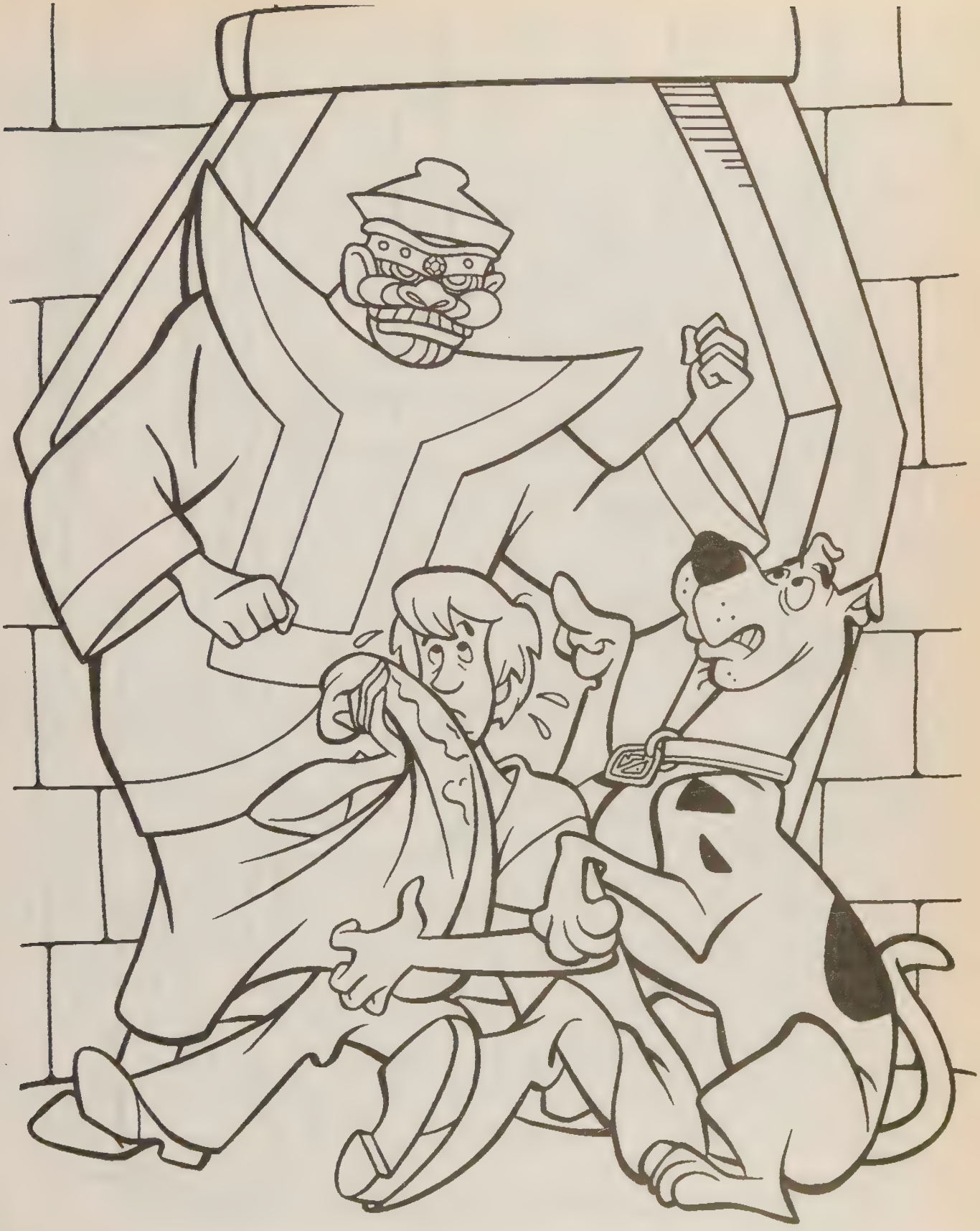
At the haunted Temple in the Hills, the gang splits up to find Daphne. Suddenly, a trick door swings open....

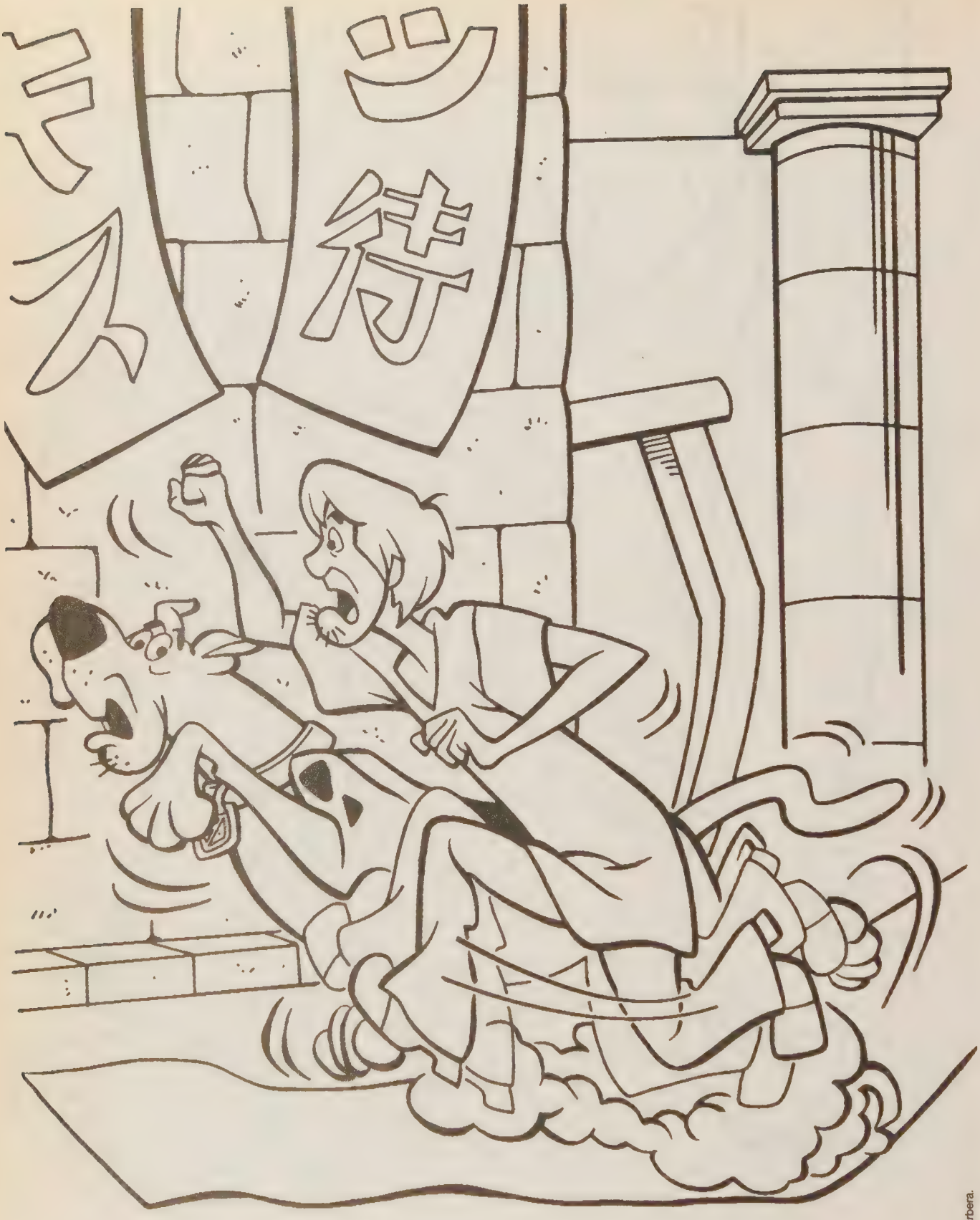
TM & © Hanna-Barbera.



Fred and Velma have found Daphne.
But it's a trap and the trick door swings shut!

TM & © Hanna-Barbera.





Scooby-Doo and Shaggy run with all their might...
but they're not going anywhere.

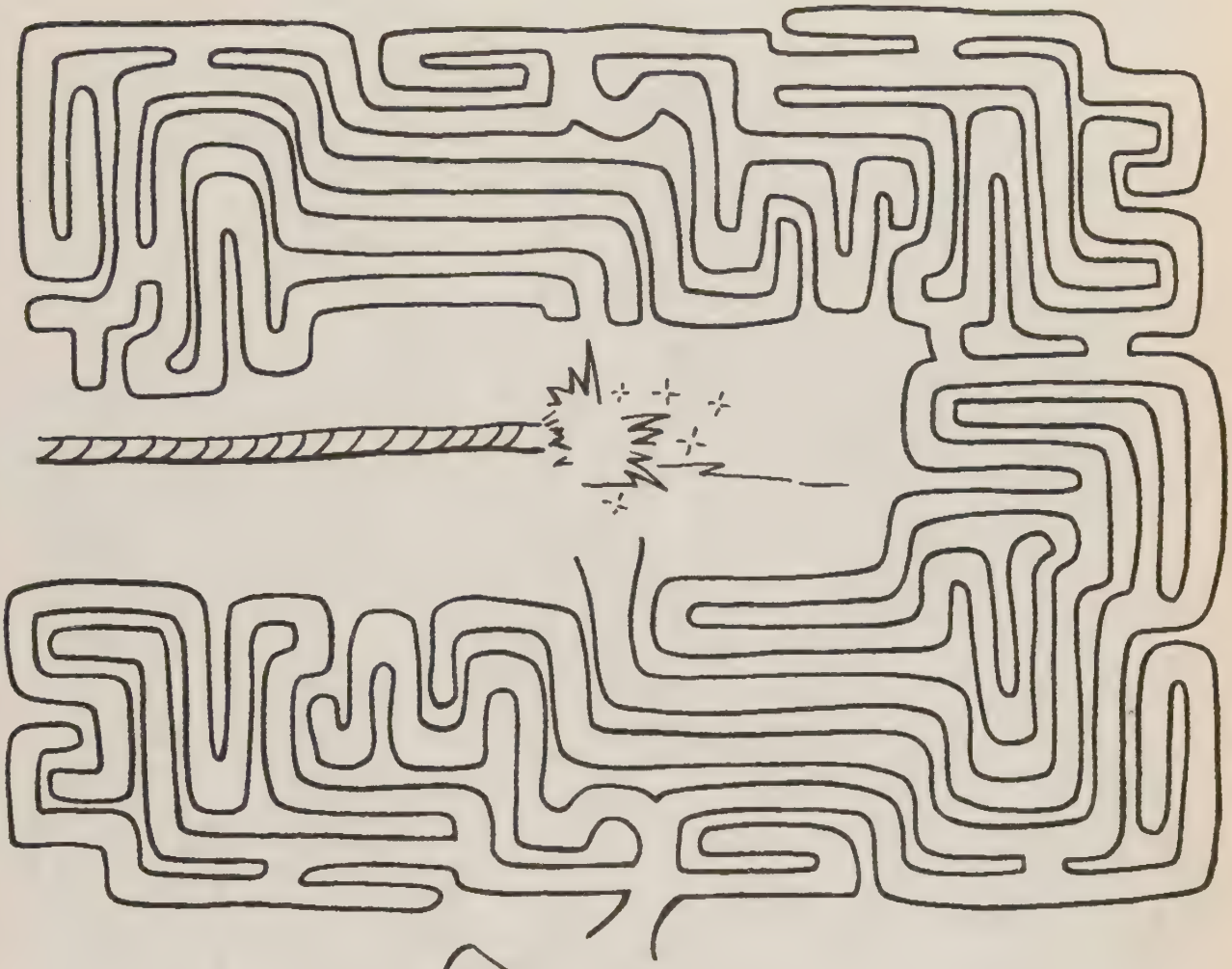
TM & © Hanna-Barbera.

TM & © Hanna-Barbera.

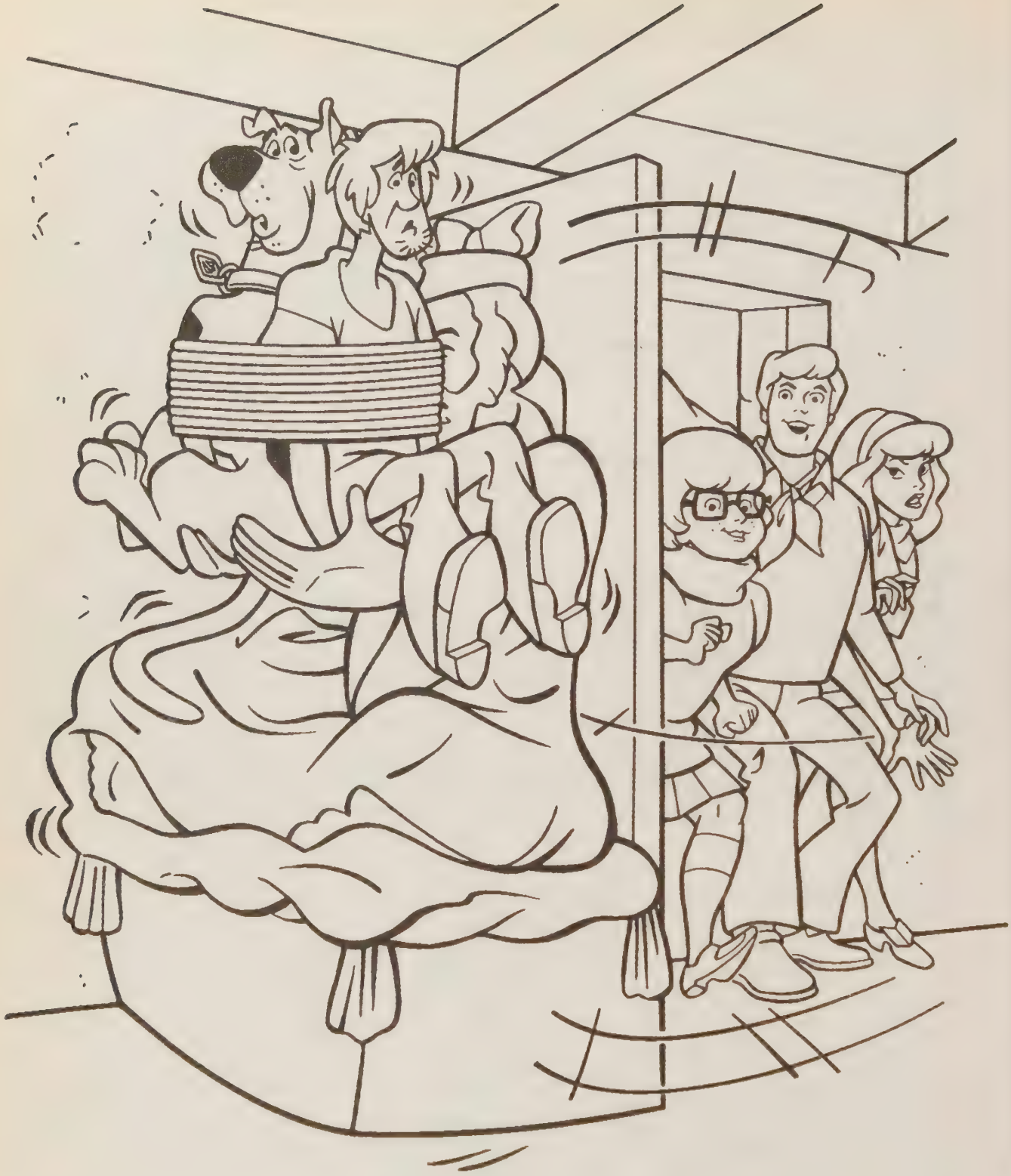
Shaggy warns the villains that shooting off fireworks is dangerous — especially to him and Scooby!

TM & © Hanna-Barbera.

Help Scooby-Doo and Shaggy bounce, roll, and hop to the fuse in time to put out the fire.



TM & © Hanna-Barbera.



The hot fuse sends Scooby-Doo and Shaggy into the arms of the statue. Presto! The secret door opens to free the rest of the gang!

TM & © Hanna-Barbera.

Daphne finds a cage full of carrier pigeons.
Velma finds a clue in a message tied to a pigeon's leg.

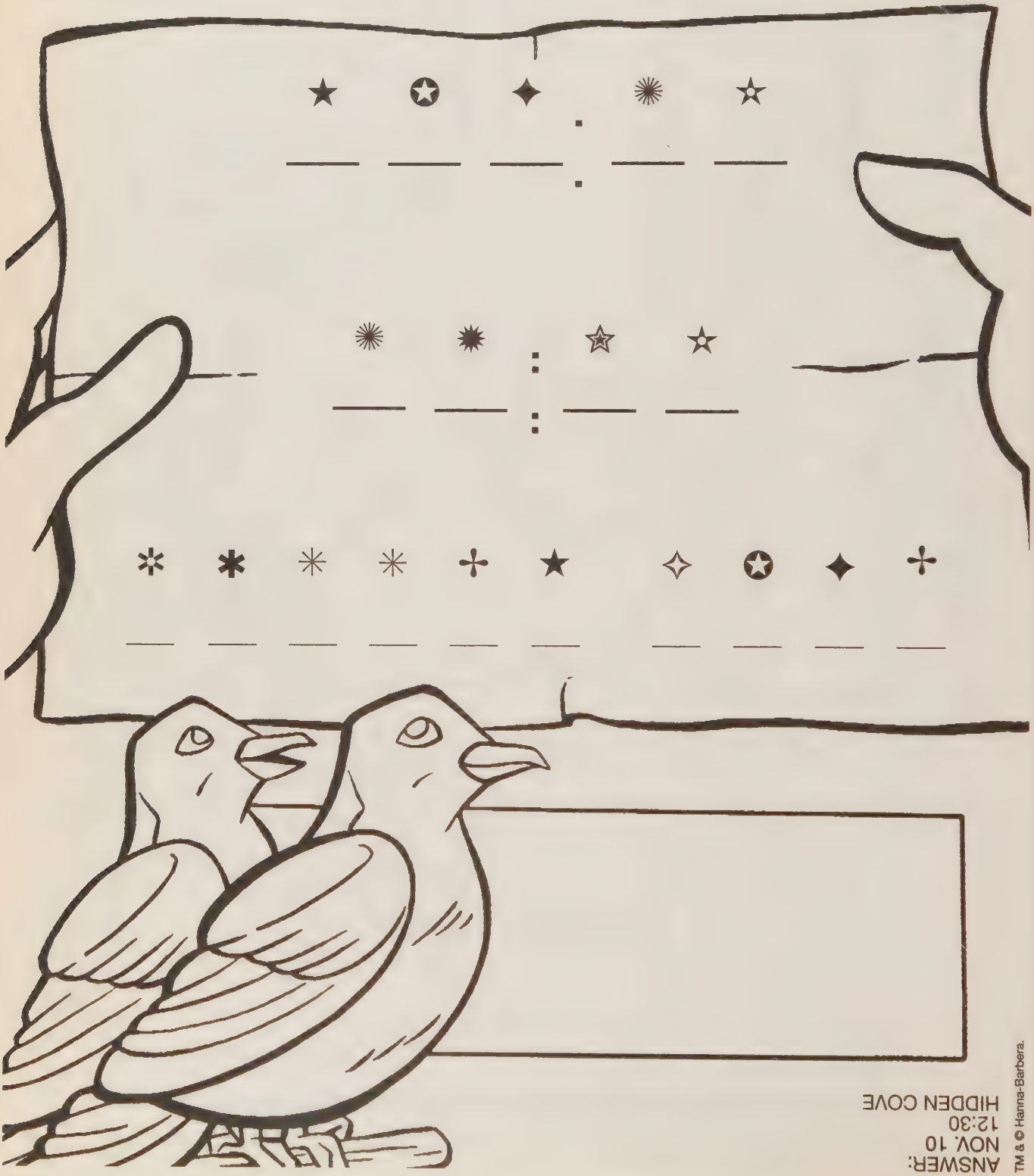
TM & © Hanna-Barbera.

Use the code to read the message that the pigeon is carrying.

Code:

☆=O ✺=I ✹=2 ✯=3

✧=C ✳=D ✢=E ✲=H ✱=I ★=N ✪=O ✦=V



ANSWER:
NOV. 10
12:30
HIDDEN COVE

TM & © Hanna-Barbera.

The gang sets a trap and bags a sackful of ghosts — plus Scooby-Doo with the golden mask!

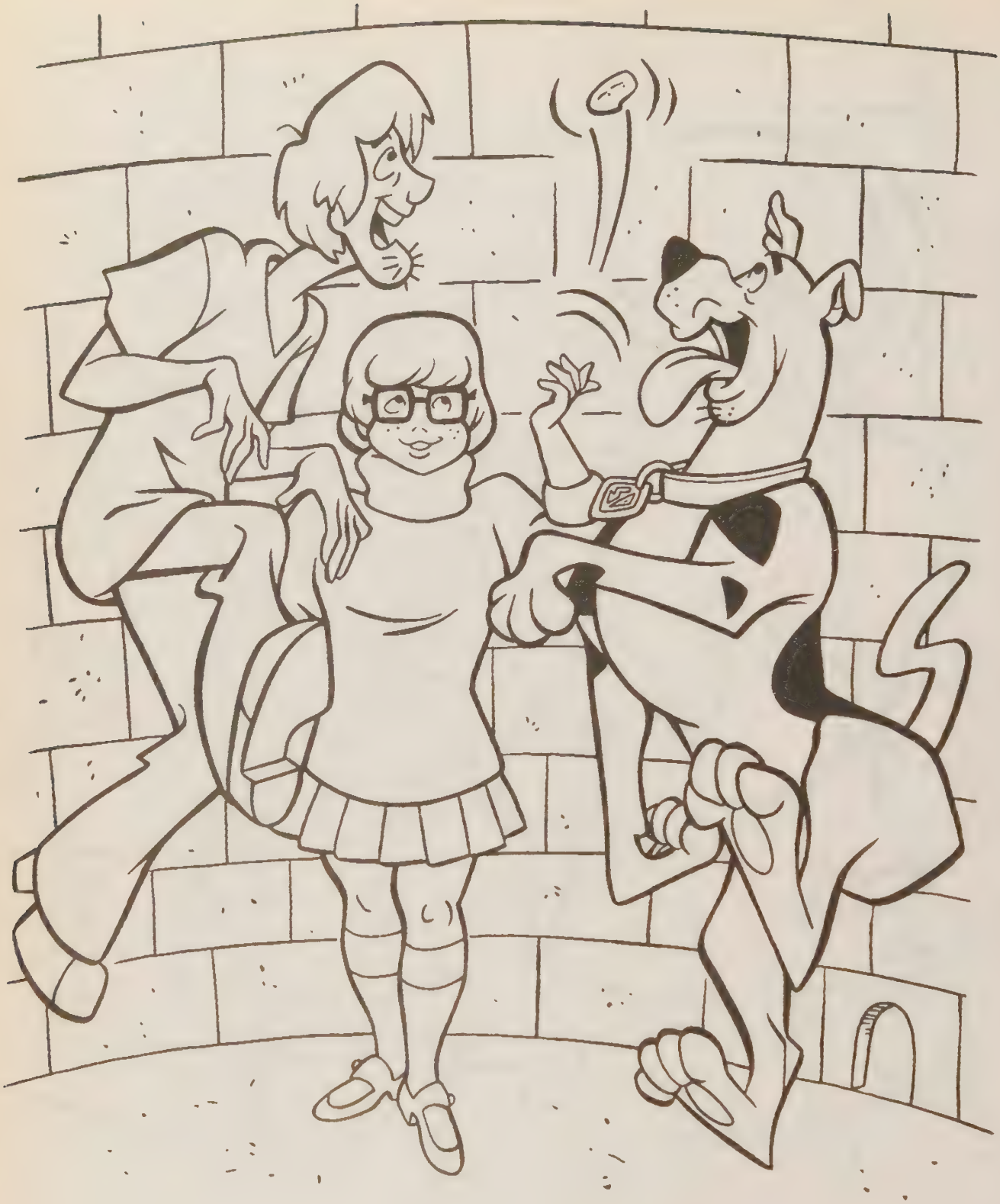
TM & © Hanna-Barbera.

The Inspector says he always thought that A. Fong was the leader of a worldwide smuggling gang, but he was having a hard time proving it.

TM & © Hanna-Barbera.

"The mask hid secret information about shipments," explains Velma. "The ghost getup was just a way to scare away anyone who got curious."

TM & © Hanna-Barbera.



Solving mysteries makes Scooby-Doo and Shaggy hungry.
They jump for the last Scooby Snack!

TM & © Hanna-Barbera.

Zoinks! A mouse makes a meal of the snack instead.
What might the mouse be saying?

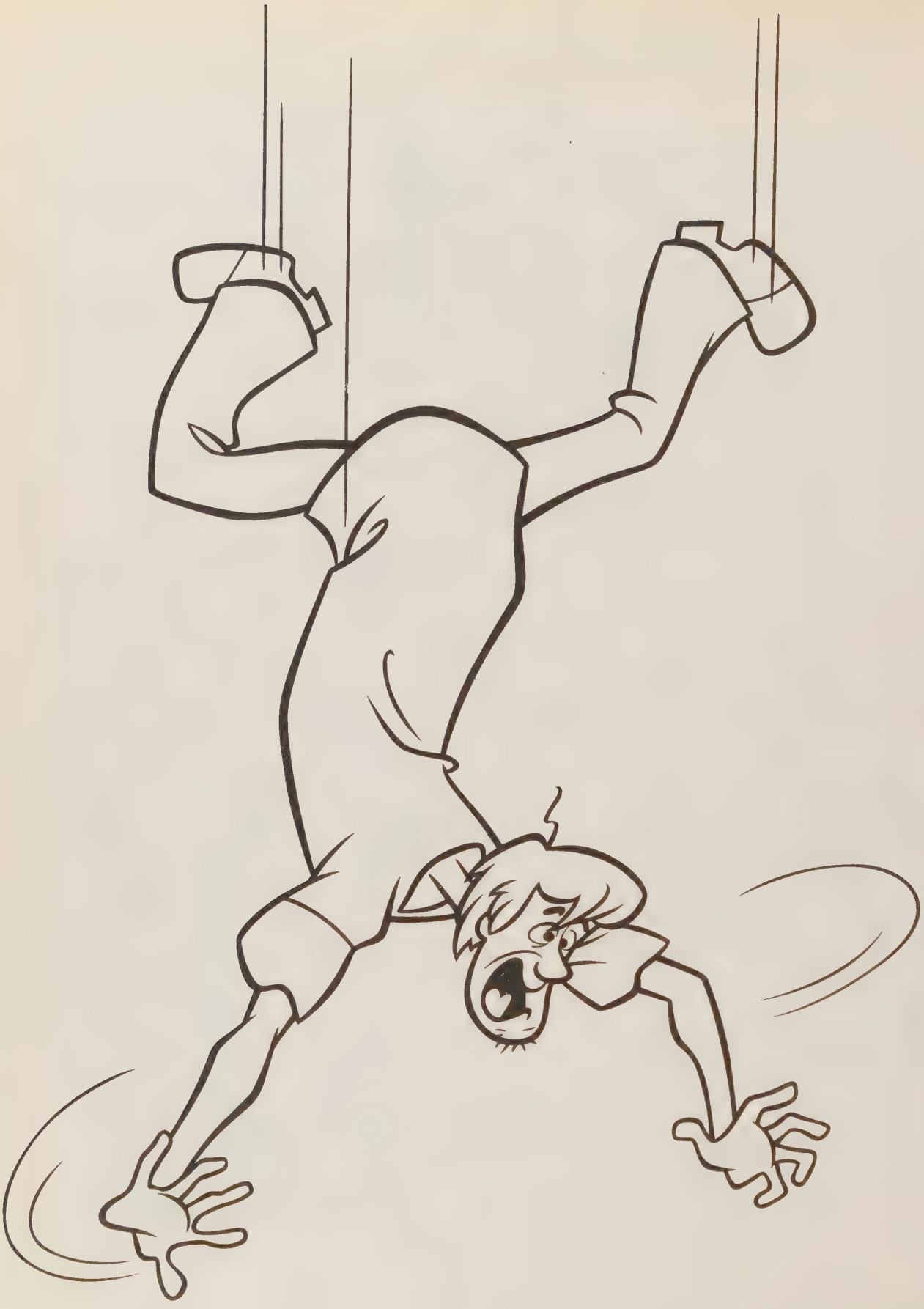
Write it in the bubble.

TM & © Hanna-Barbera.

Scooby-Doo and the gang are hungry.
Help them find the right path to the restaurant.

TM & © Hanna-Barbera.

TM & © Hanna-Barbera.



TM & © Hanna-Barbera.

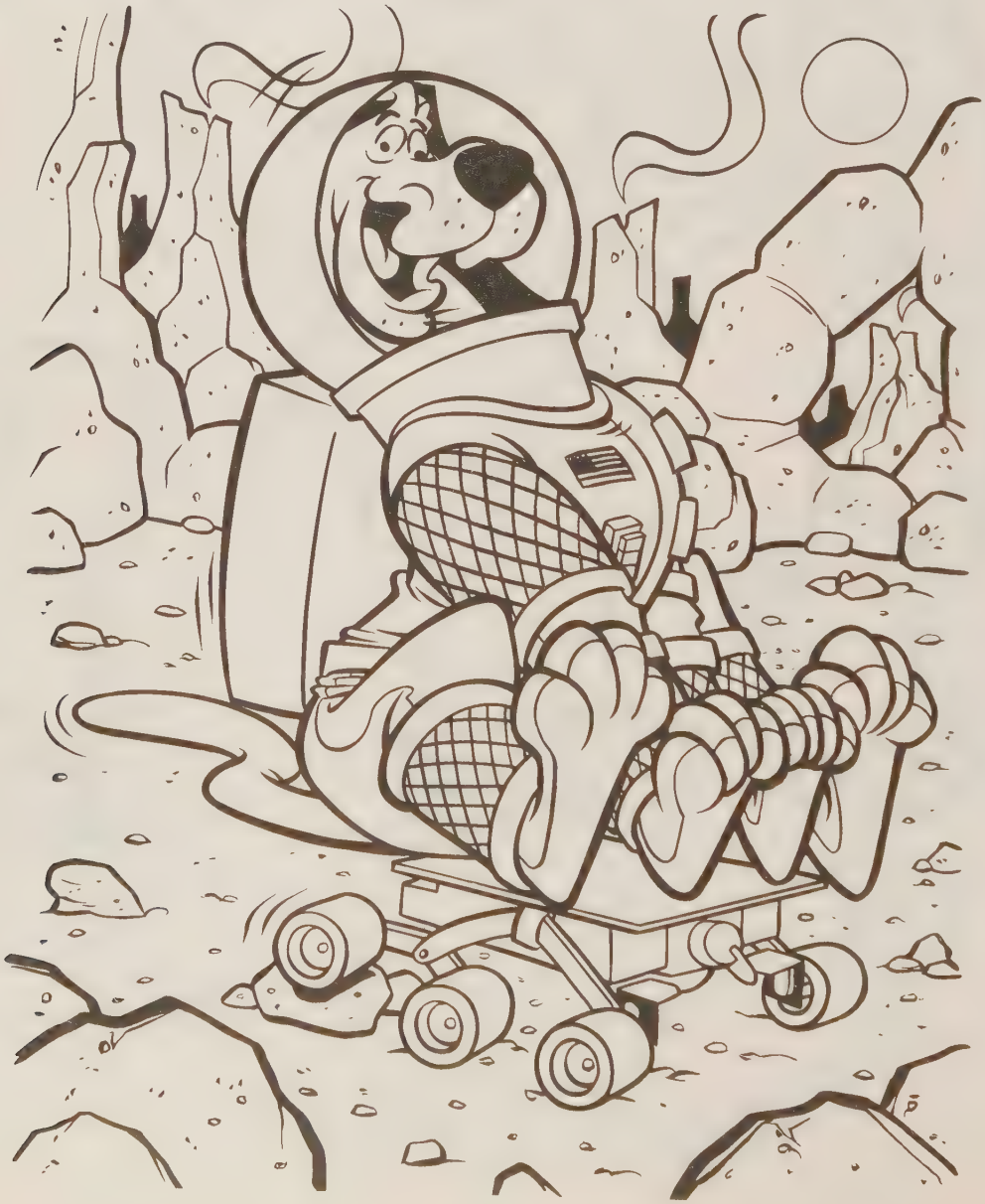
TM & © Hanna-Barbera.

TM & © Hanna-Barbera.

TM & © Hanna-Barbera.

SCOOBY-DOO!™

Where On Mars Are You?



TM & © Hanna-Barbera.

"Oh, wow, we're like, lost again, Scoob."
"Hey, gang! Look! A UFO!"

TM & © Hanna-Barbera.

"Jinkies! Get a load of the strange extraterrestrial activities. We'd better take a closer look."

TM & © Hanna-Barbera.

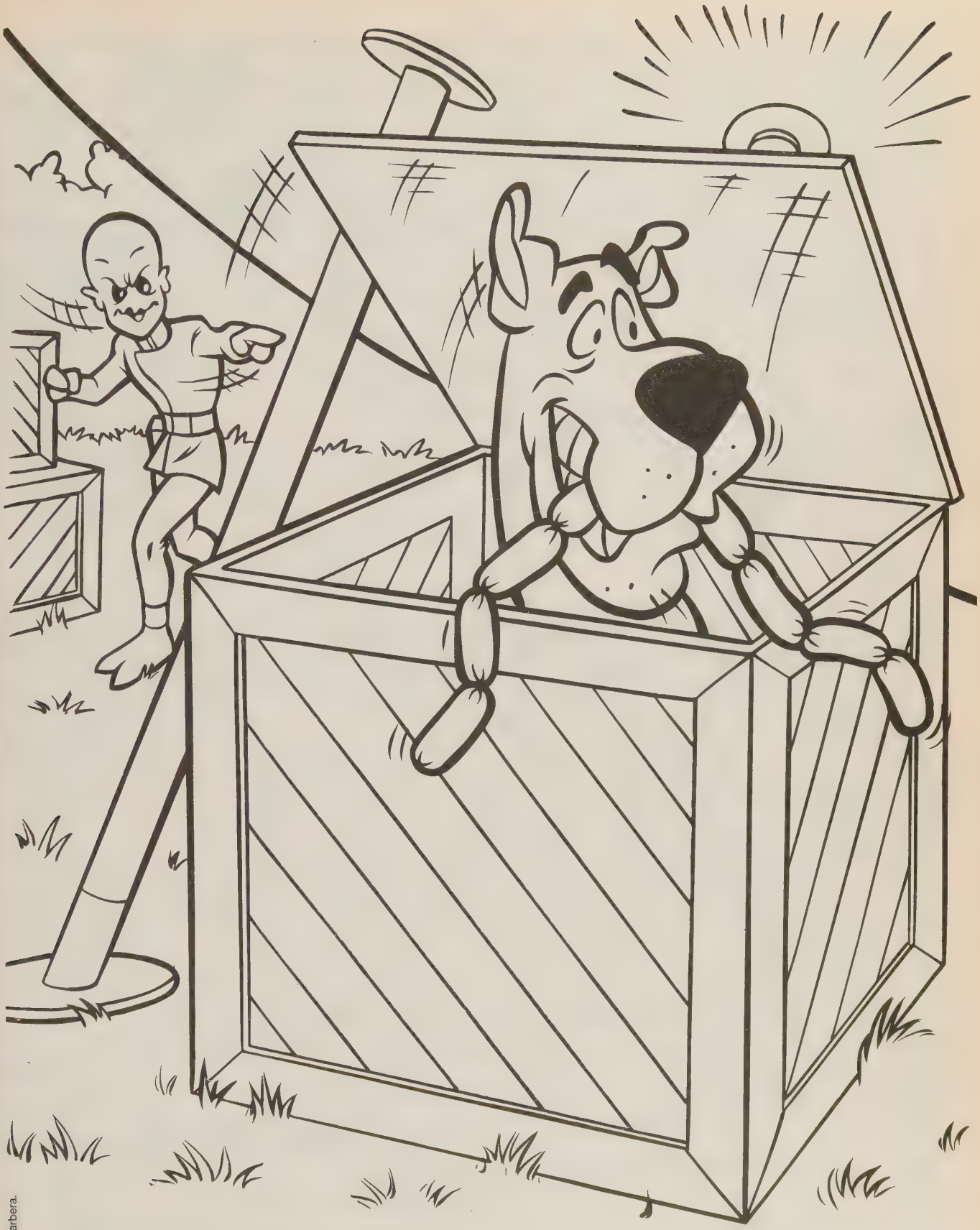
Find THE IMPOSTER!

TM & © Hanna-Barbera.

ANSWER: 3

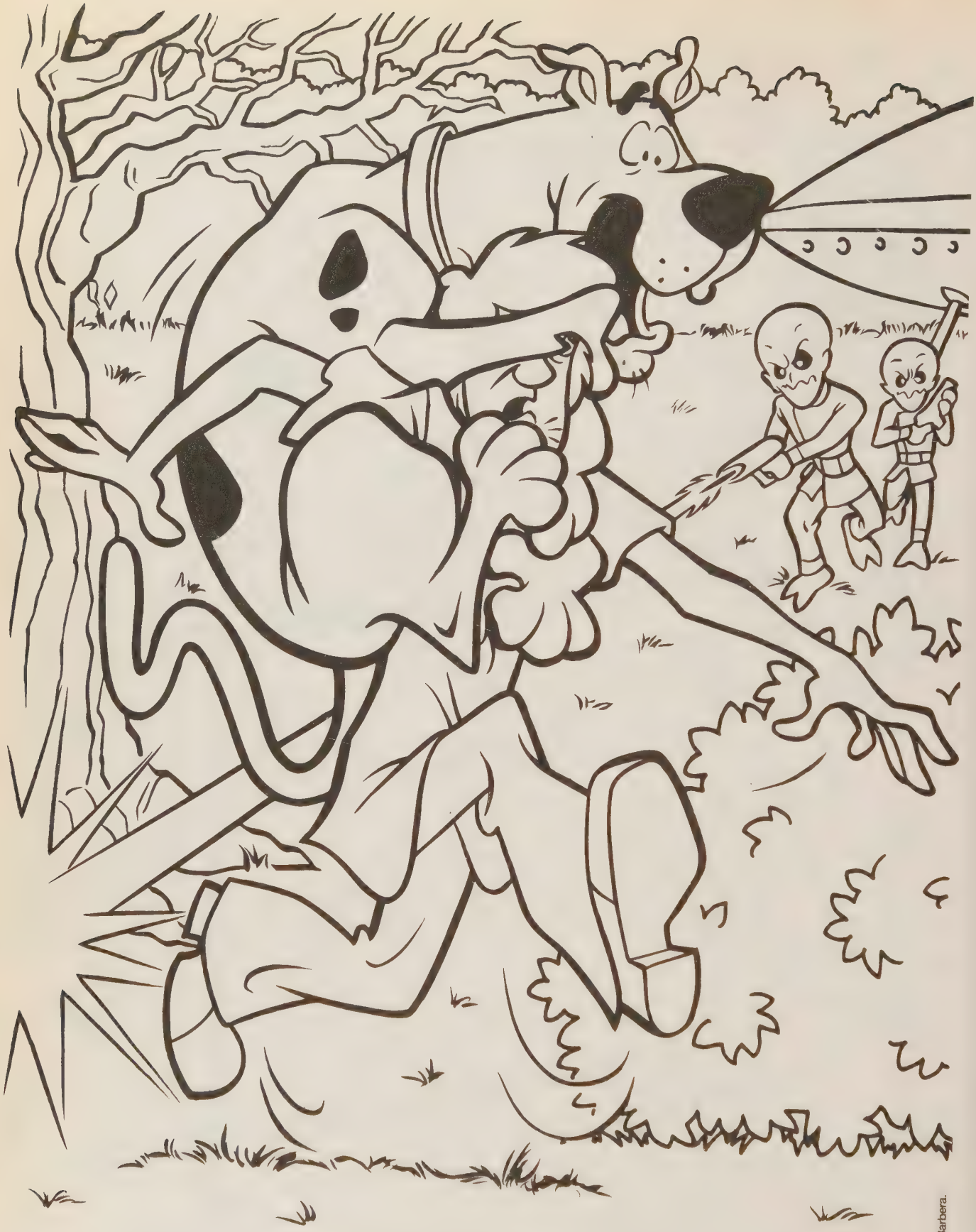
"Just our luck. It looks like they're moving in.
Right, Scoob? Scoob?"

TM & © Hanna-Barbera.



"Raggy?"

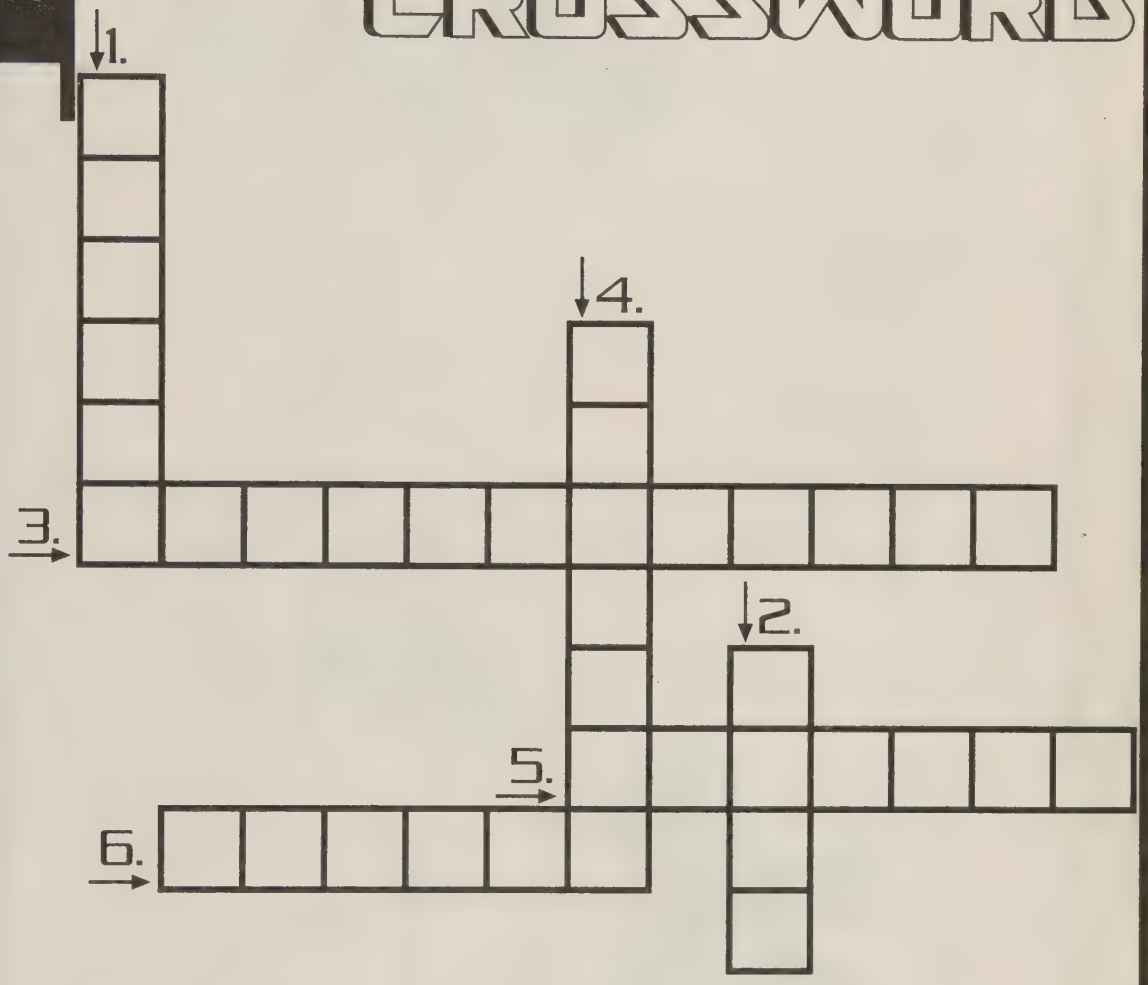
TM & © Hanna-Barbera.



"RUNNN!"

TM & © Hanna-Barbera.

MARTIAN CROSSWORD



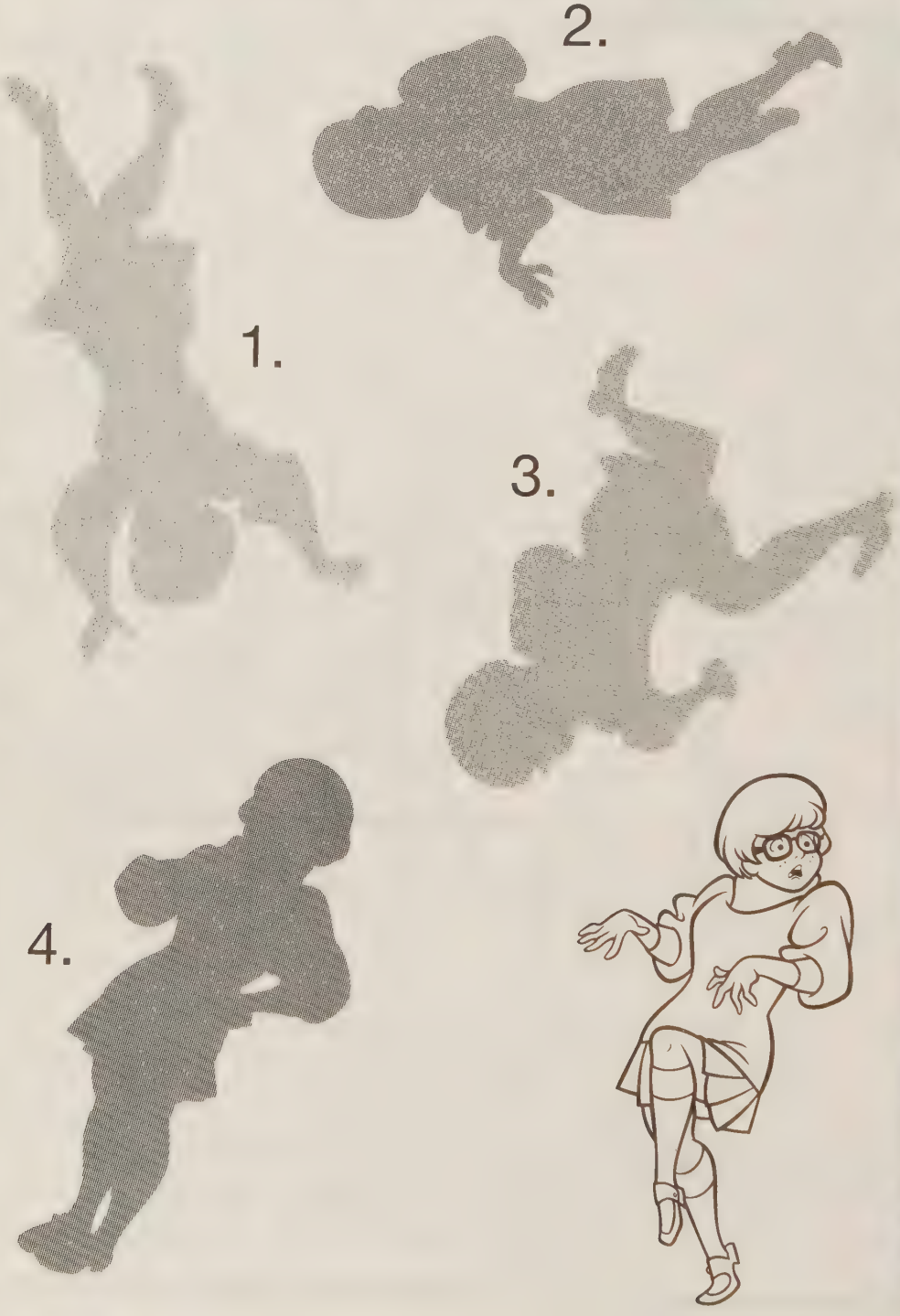
1. They live in outer space.
2. This is the fourth planet from the sun.
3. An outer space base.
4. Scooby enjoys these with mustard.
5. Without it we would float away.
6. One of Shaggy's favorite phrases.

TM & © Hanna-Barbera.

ANSWERS: 1. ALIENS 2. MARS 3. SPACE STATON 4. HOT DOGS 5. GRAVITY 6. ZOINKS

WHO'S SCARED?

Match Velma to her correct shadow.



ANSWER: 2

TM & © Hanna-Barbera.

"My Uncle Max runs this place.
Maybe he can help us solve this mystery!"

TM & © Hanna-Barbera.

"Hello, kids! Welcome to Mission Control."

TM & © Hanna-Barbera.

SECRET CODE

Use the code to decipher the clue.

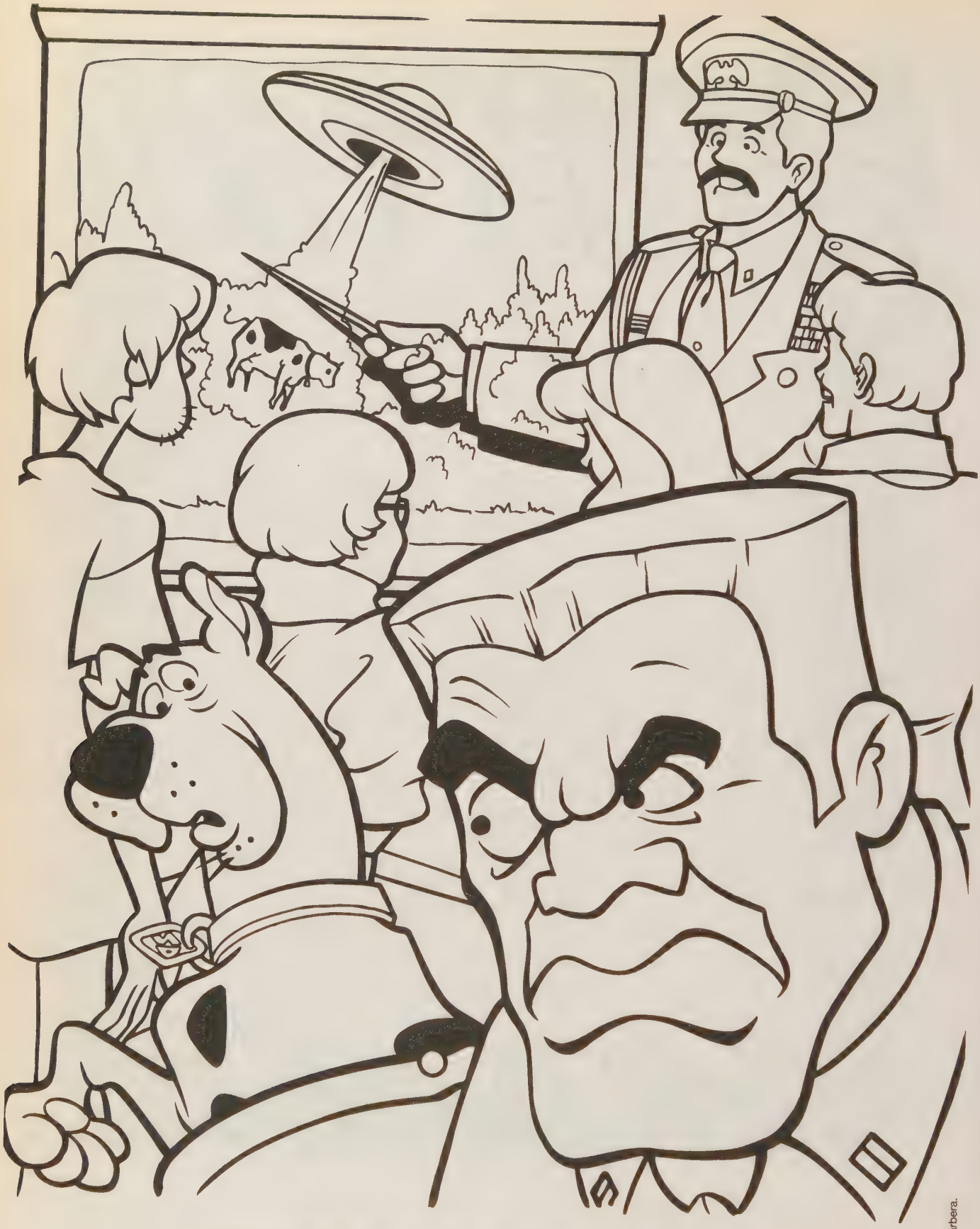
CODE

26=A
25=B
24=C
23=D
22=E
21=F
20=G
19=H
18=I
17=J
16=K
15=L
14=M
13=N
12=O
11=P
10=Q
9=R
8=S
7=T
6=U
5=V
4=W
3=X
2=Y
1=Z

13	26	7	18	12	13	26	15				
8	11	26	24	22		26	20	22	13	24	2

TM & © Hanna-Barbera.

ANSWER: NATIONAL SPACE AGENCY



"Yes, we've gotten a lot of reports lately of alien sightings."

TM & © Hanna-Barbera.

"Not only that, a Russian space station and its crew have been missing since the aliens appeared."

TM & © Hanna-Barbera.

UNSCRAMBLE

"Uncle Max is a . . ."

To solve the mystery unscramble the letters.
The letters in the box will reveal the answer.

1. GURYHN
2. DEFRDY
3. NLAPTE
4. RSOEHE
5. KCSOR
6. MALVE
7. USCEL

ANSWERS: 1. HUNGRY 2. FREDDY 3. PLANET 4. HEROES 5. ROCKS 6. VELMA 7. CLUES

TM & © Hanna-Barbera.

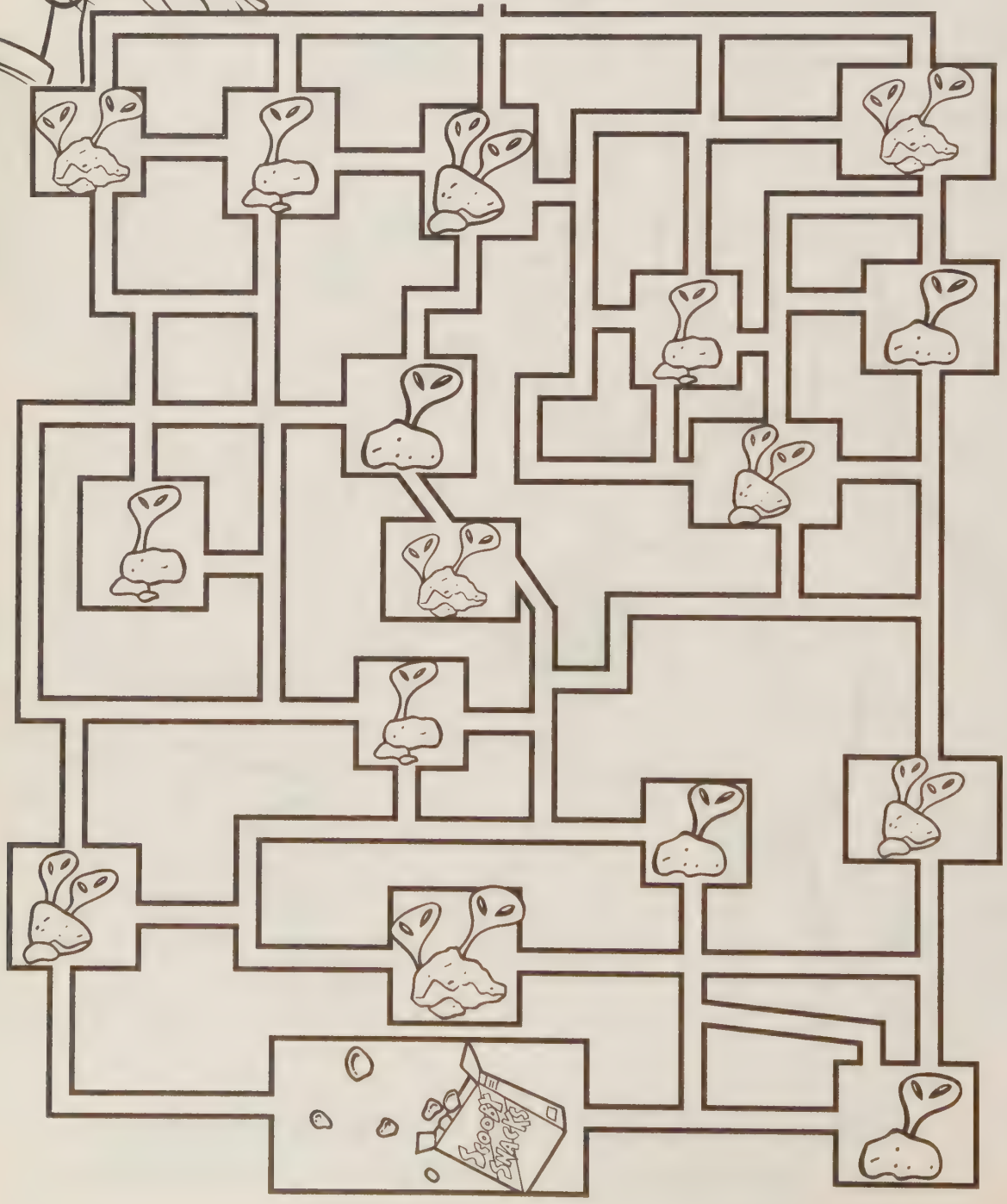
"I think it's a hoax, but our scientists believe the aliens are coming from Mars."

TM & © Hanna-Barbera.

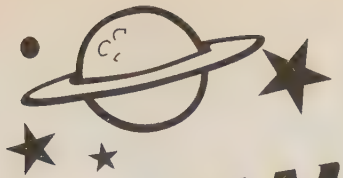
In Search Of...

Help Shag and Scoob through the Space Station to find the Scooby Snacks. They must pass 12 aliens before they can eat! You cannot use the same path twice!

Start Here



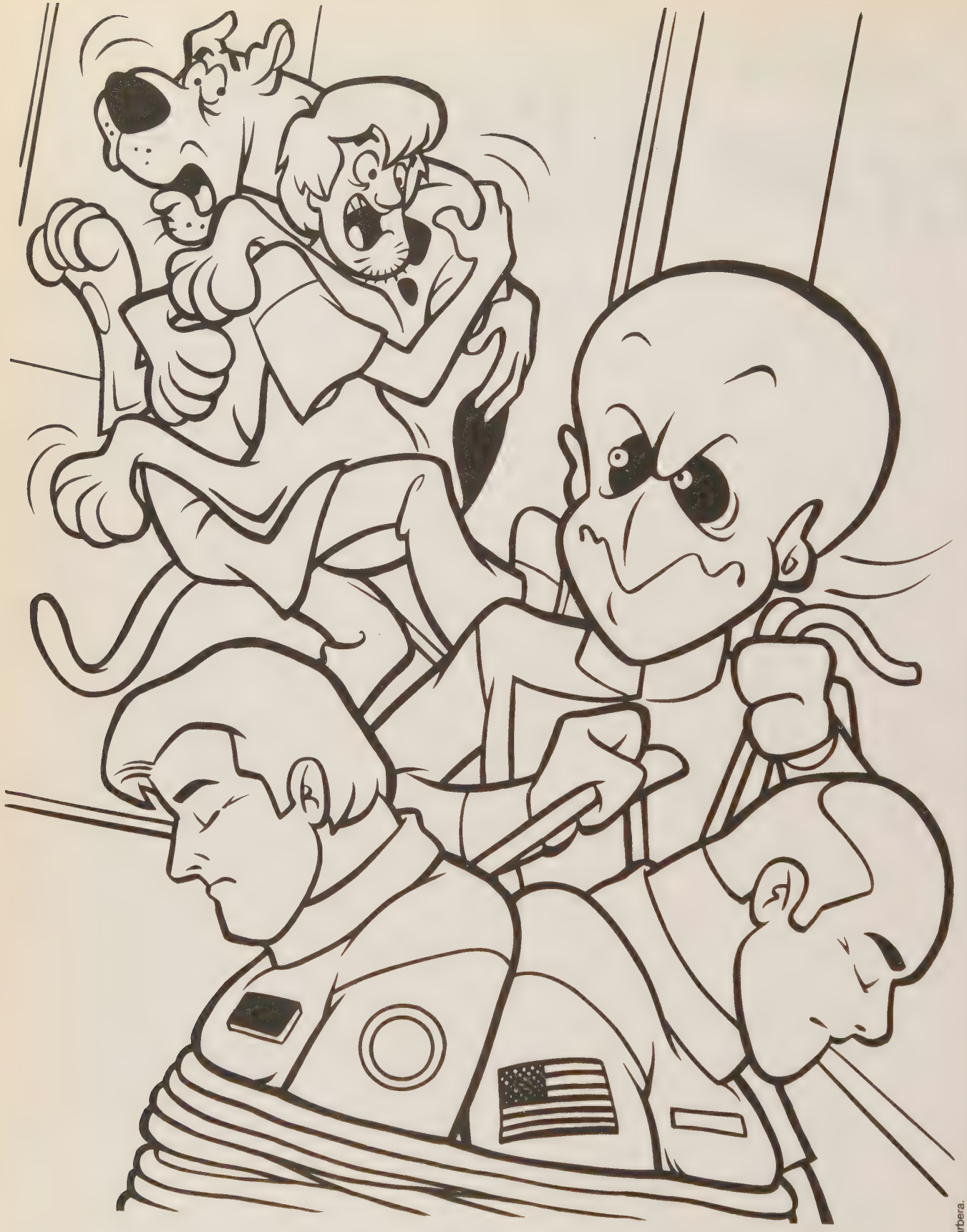
TM & © Hanna-Barbera.



Draw a Picture!

Design your own spaceship!

TM & © Hanna-Barbera.



Shaggy and Scooby spot some interstellar dirty work!

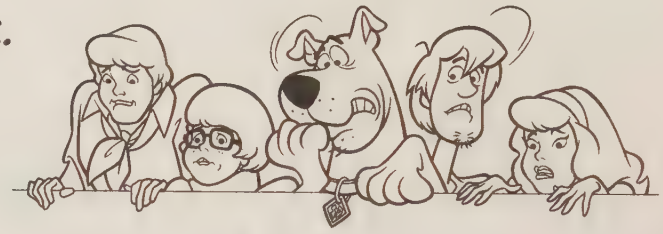
TM & © Hanna-Barbera.

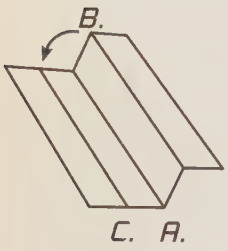
"Run for it, Scooby!"

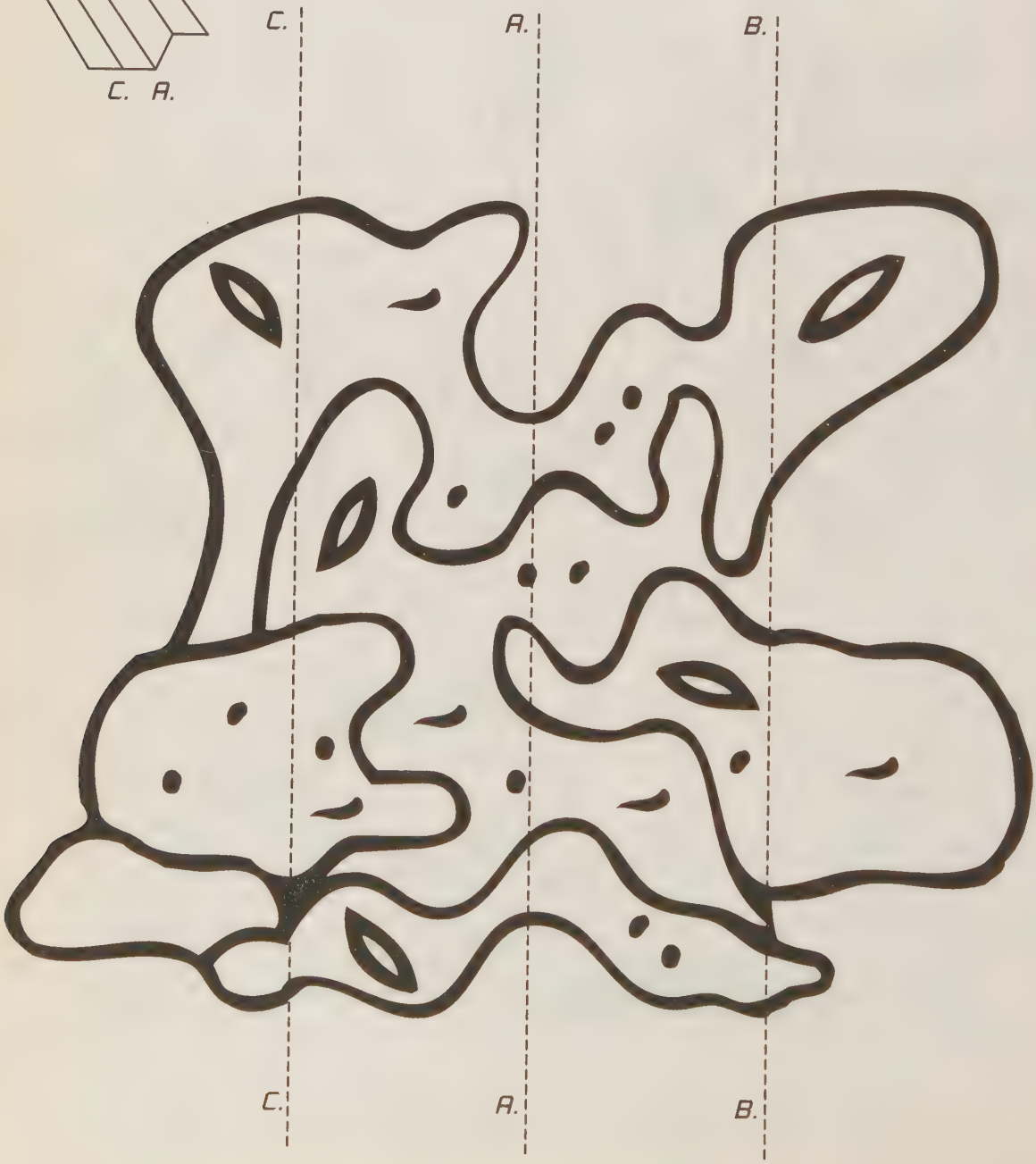
TM & © Hanna-Barbera.

SUPER SLEUTH

What did the gang discover?
Fold the page forward at line A
and back at line B so the edge meets line C.
You've uncovered something scary!







TM & © Hanna-Barbera.

"We should be safe in here."

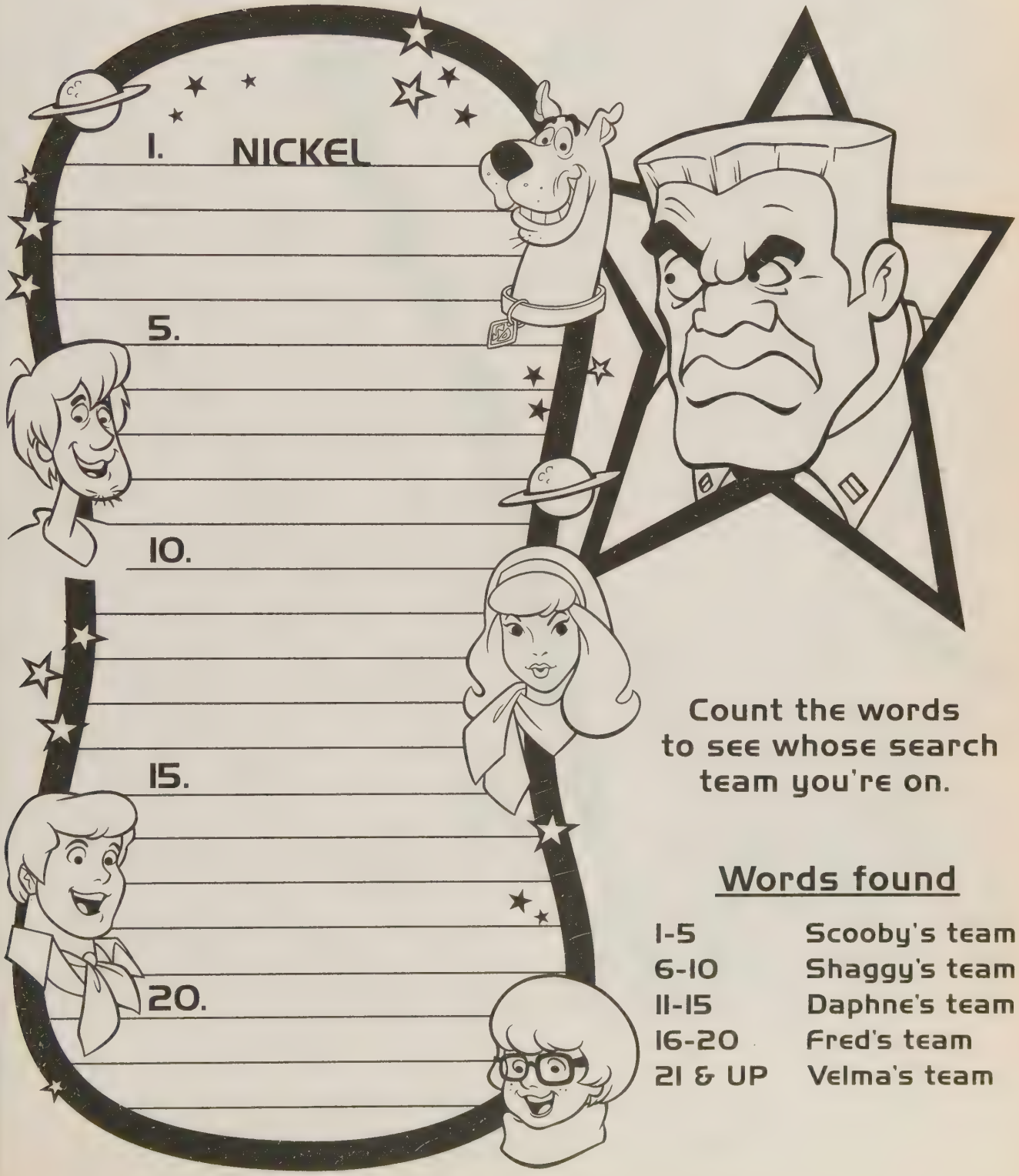
TM & © Hanna-Barbera.

"Ruh-roh!"

TM & © Hanna-Barbera.

HOW MANY WORDS CAN YOU MAKE OUT OF

Colonel Jenkins?

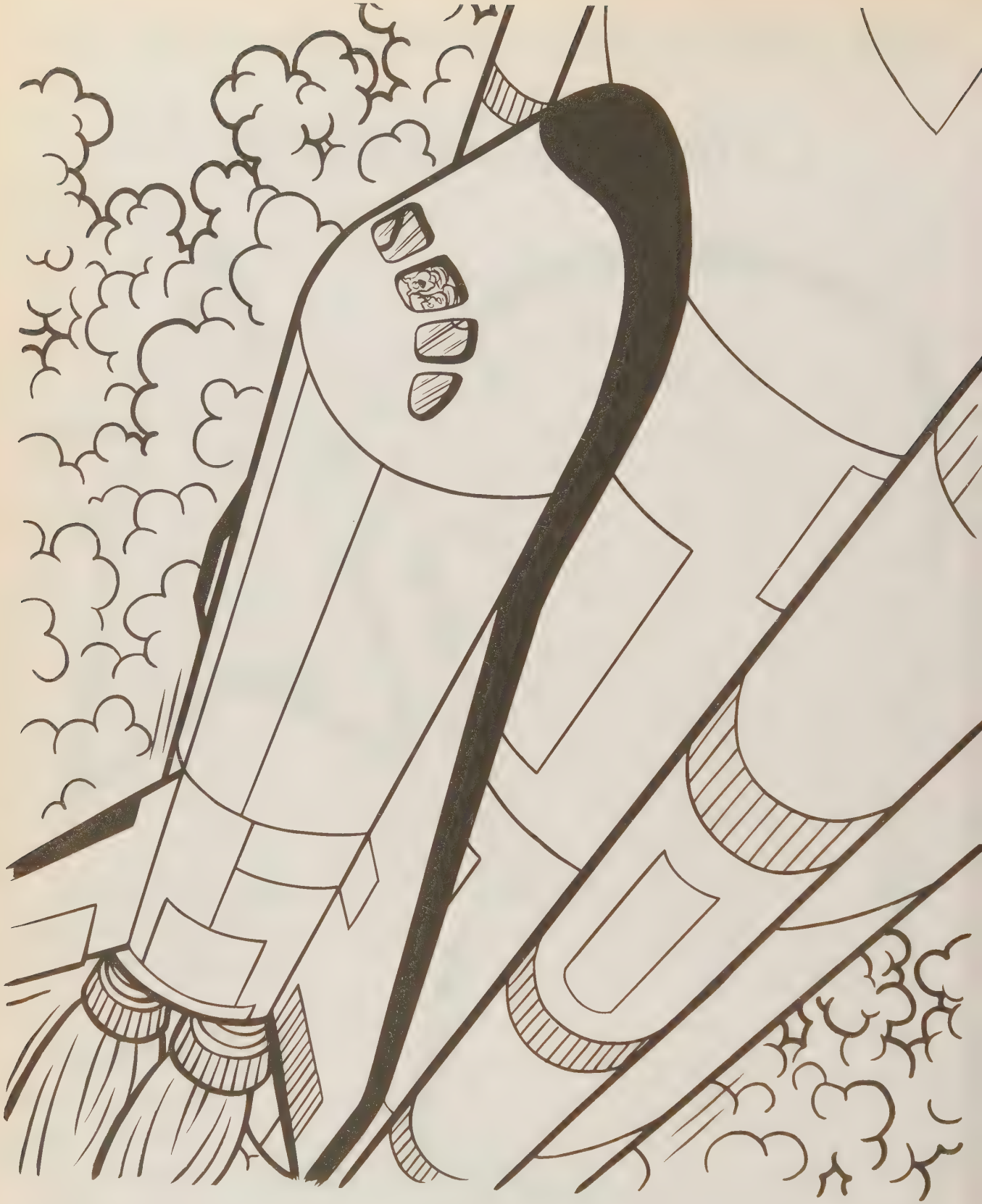


Count the words to see whose search team you're on.

Words found

1-5	Scooby's team
6-10	Shaggy's team
11-15	Daphne's team
16-20	Fred's team
21 & UP	Velma's team

TM & © Hanna-Barbera.



Lift off!

TM & © Hanna-Barbera.

"I don't like the looks of this!
Someone's used knock-out gas!"

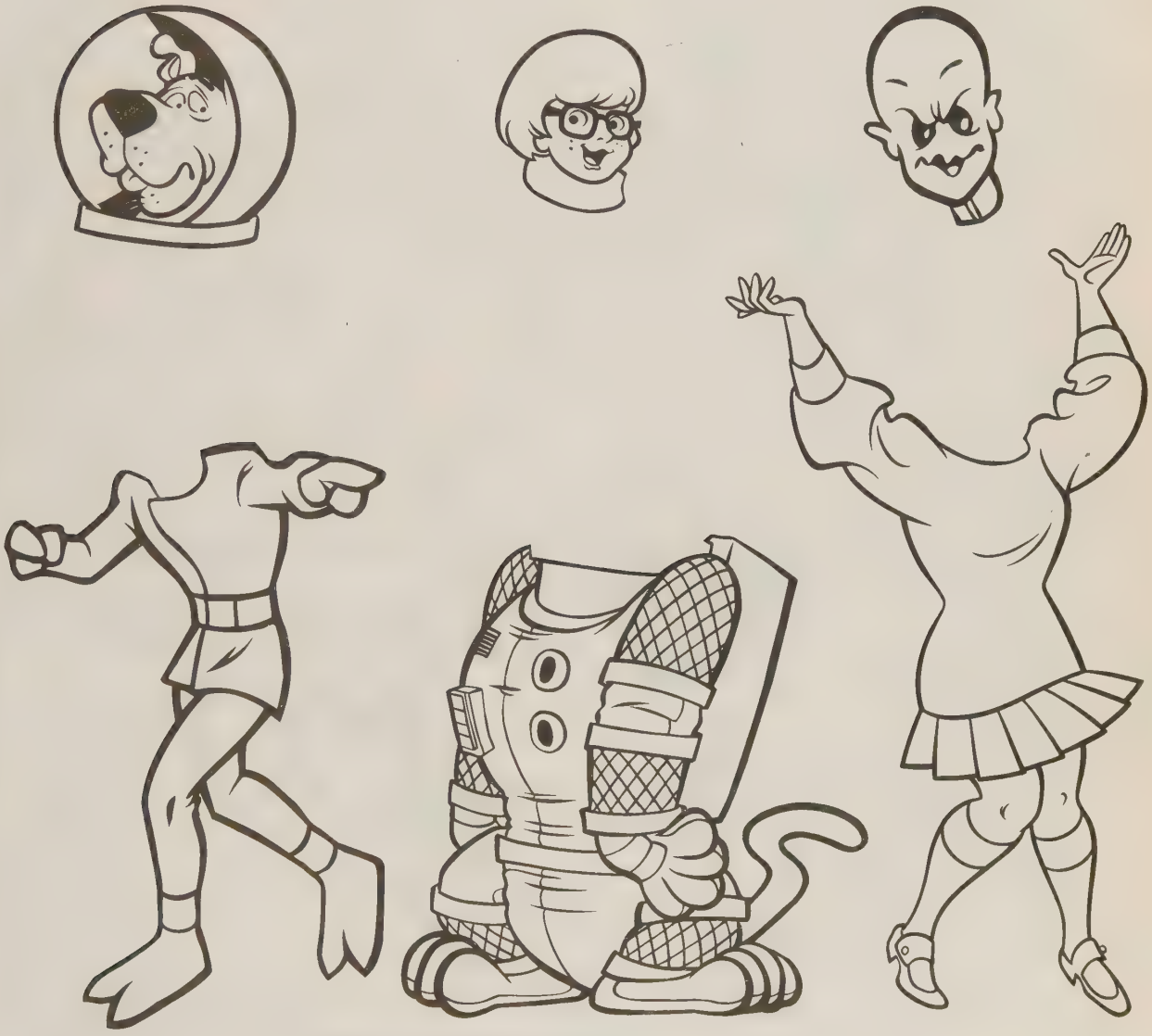
TM & © Hanna-Barbera.

"Shaggy and Scooby are in trouble!
We'll have to man the control room!"

TM & © Hanna-Barbera.

Lose Your Head?

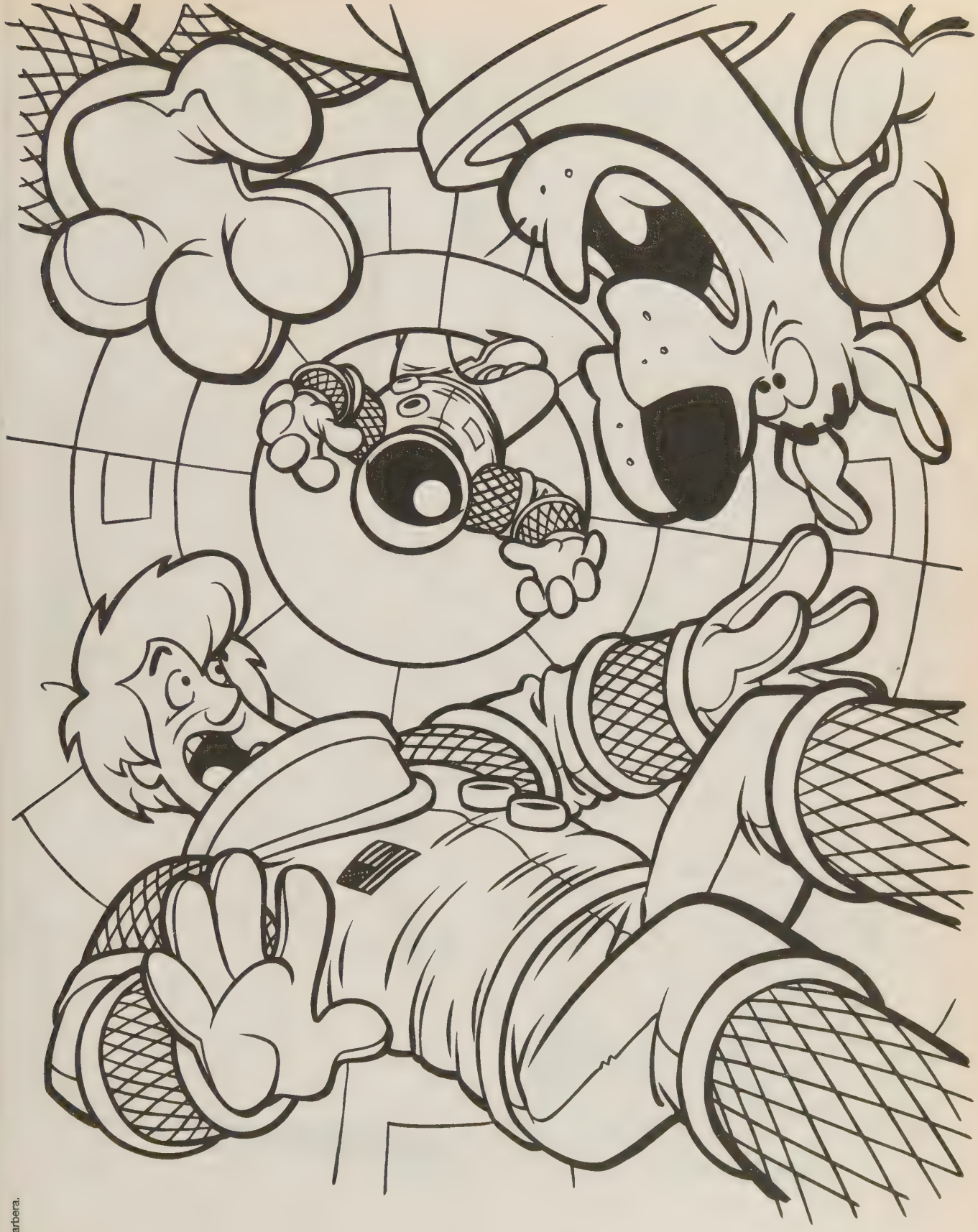
Draw a line to match each head to the correct body.



TM & © Hanna-Barbera.

"Looks like they've adapted nicely to zero gravity!"

TM & © Hanna-Barbera.



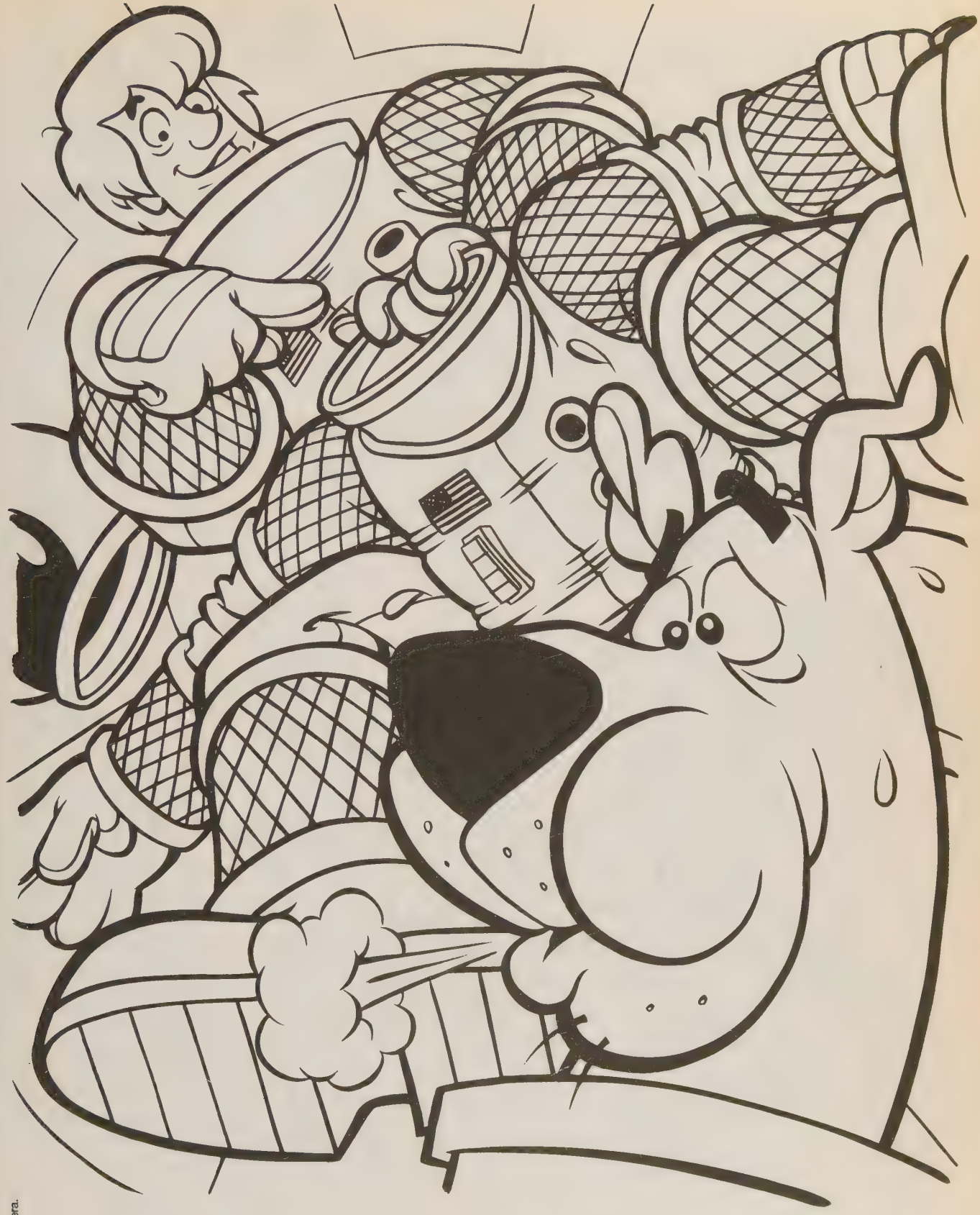
The boys get a surprise visitor!

TM & © Hanna-Barbera.

Find THE IMPOSTER!

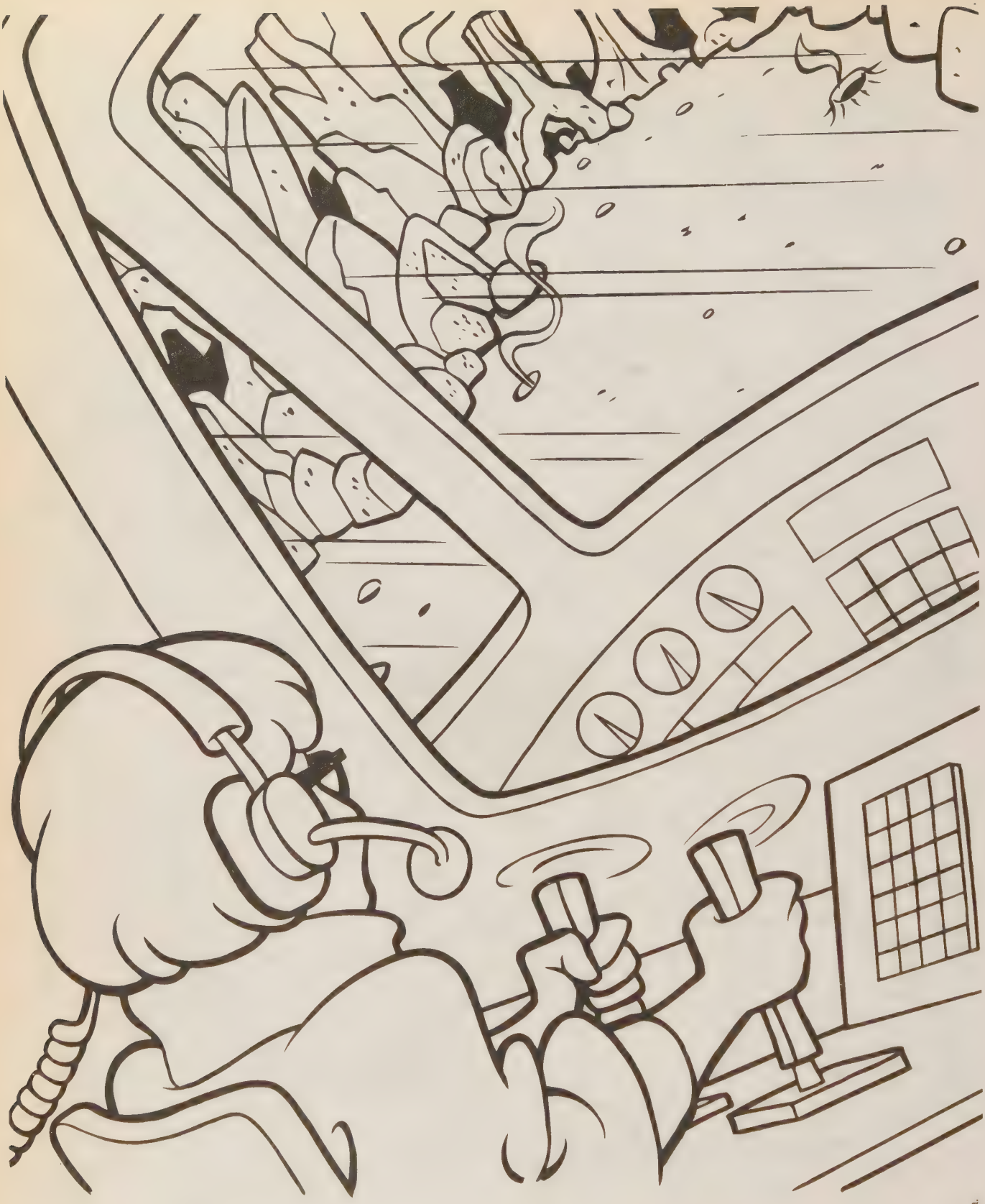
ANSWER: 5

TM & © Hanna-Barbera.



"Like, look, Scoob, it's just an empty space suit!"

TM & © Hanna-Barbera.



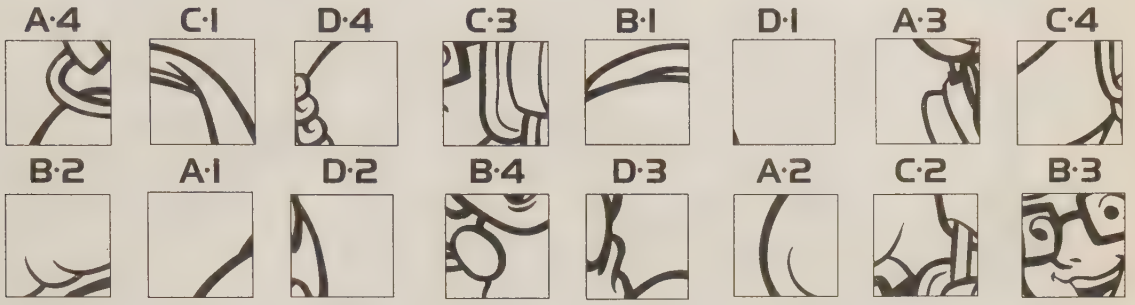
Velma brings the shuttle down onto the Martian surface using remote control.

TM & © Hanna-Barbera.

DRAW A CONCLUSION

Who lands the shuttle on Mars by remote control?

To identify the character, draw the contents of each box in the grid below. Use the coordinates to locate the correct position of each piece.

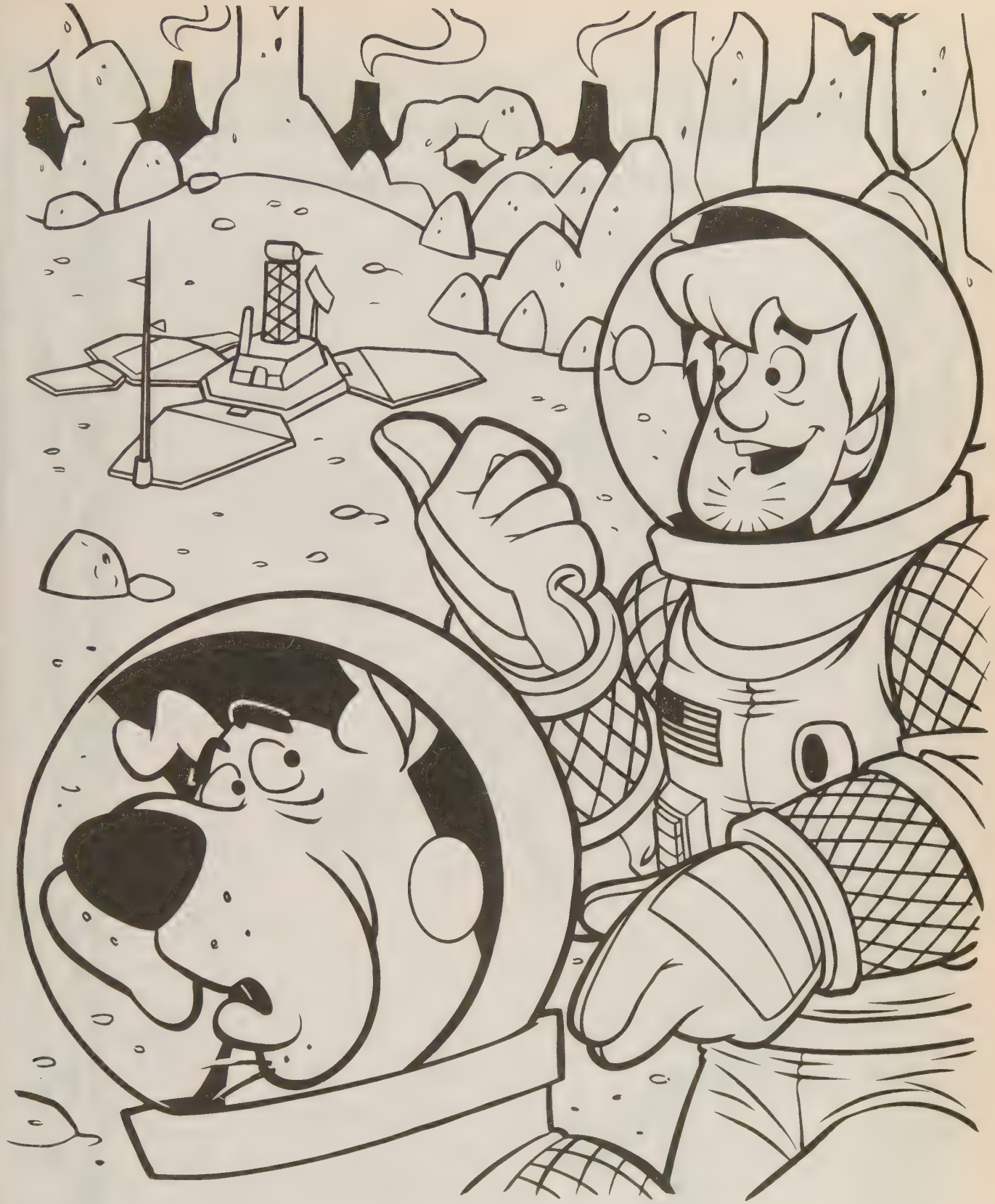


	A	B	C	D	
1					1
2					2
3					3
4					4
	A	B	C	D	

TM & © Hanna-Barbera.

"Like, my stars! So this is Mars!"

TM & © Hanna-Barbera.



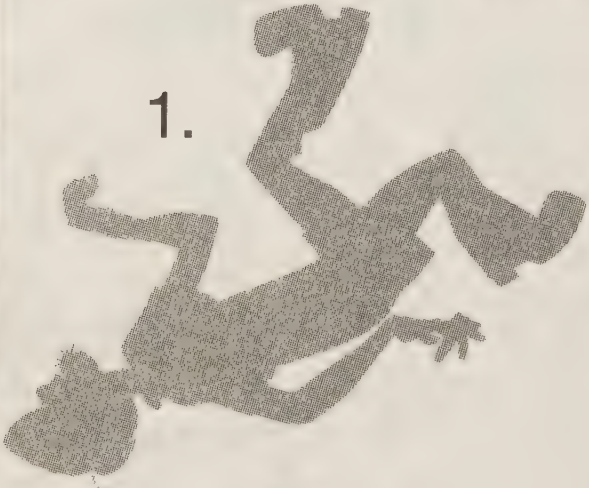
"Hey, Scooby, we found the Sagan Memorial Station, home of the Mars Pathfinder!"

TM & © Hanna-Barbera.

WHO'S SCARED?

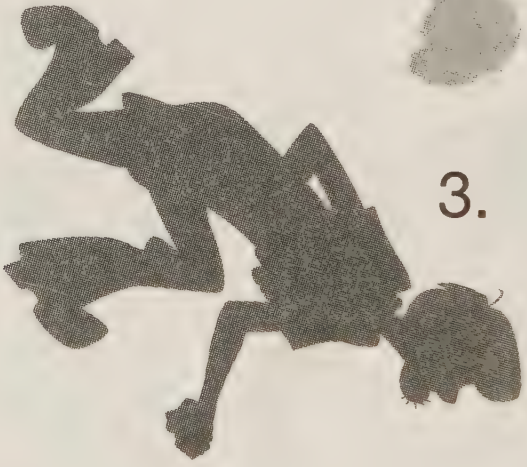
Match Shaggy to his correct shadow.

1.

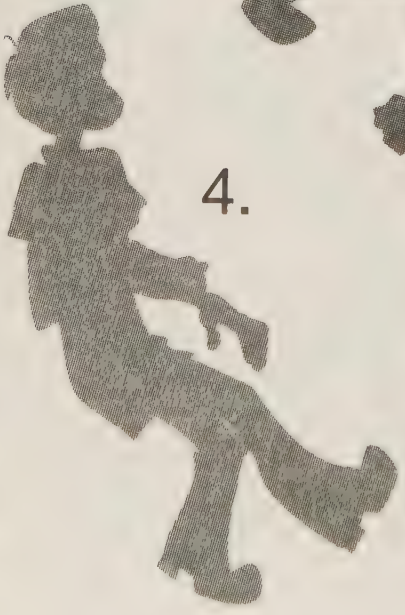


2.

3.



4.



ANSWER: 1

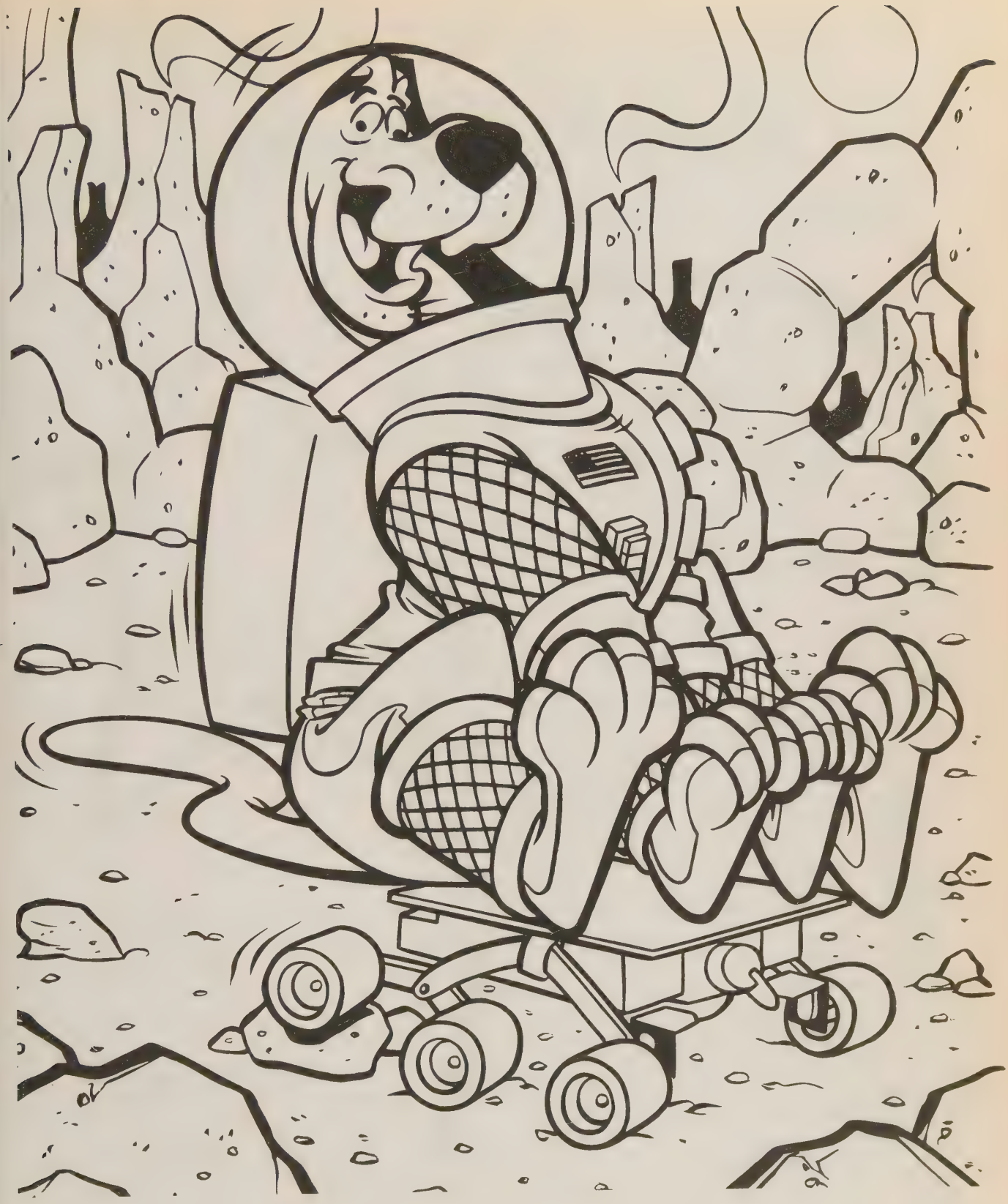
TM & © Hanna-Barbera.

"Hey, Scoob, that crazy rock looks just like you!"

TM & © Hanna-Barbera.

The Sojourner Rover says hello to Scooby-Doo!

TM & © Hanna-Barbera.

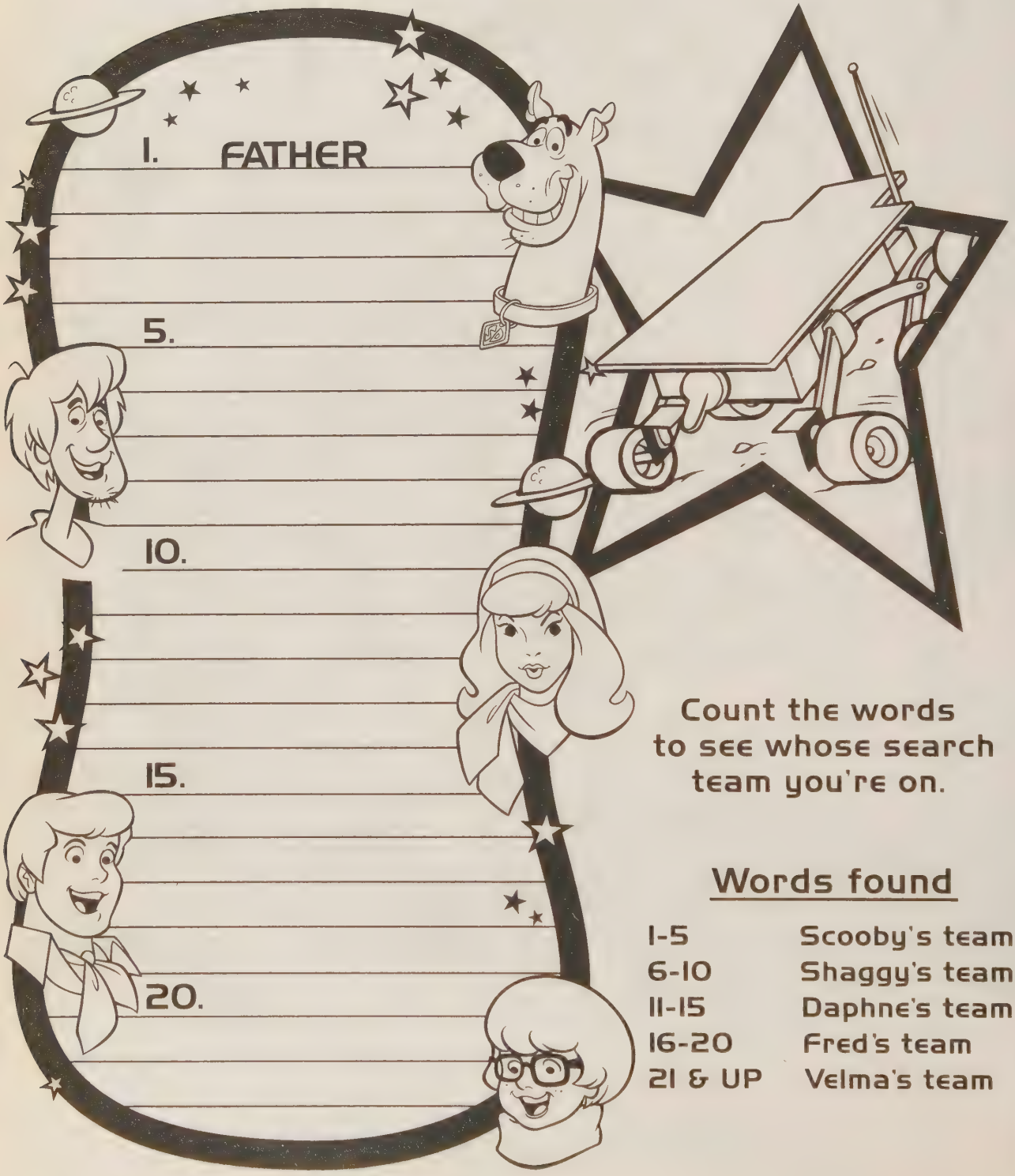


"Roh, boy! Ris is fun!"

TM & © Hanna-Barbera.

HOW MANY WORDS CAN YOU MAKE OUT OF

Mars Pathfinder?

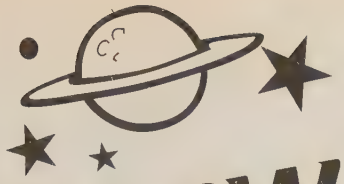


Count the words to see whose search team you're on.

Words found

1-5	Scooby's team
6-10	Shaggy's team
11-15	Daphne's team
16-20	Fred's team
21 & UP	Velma's team

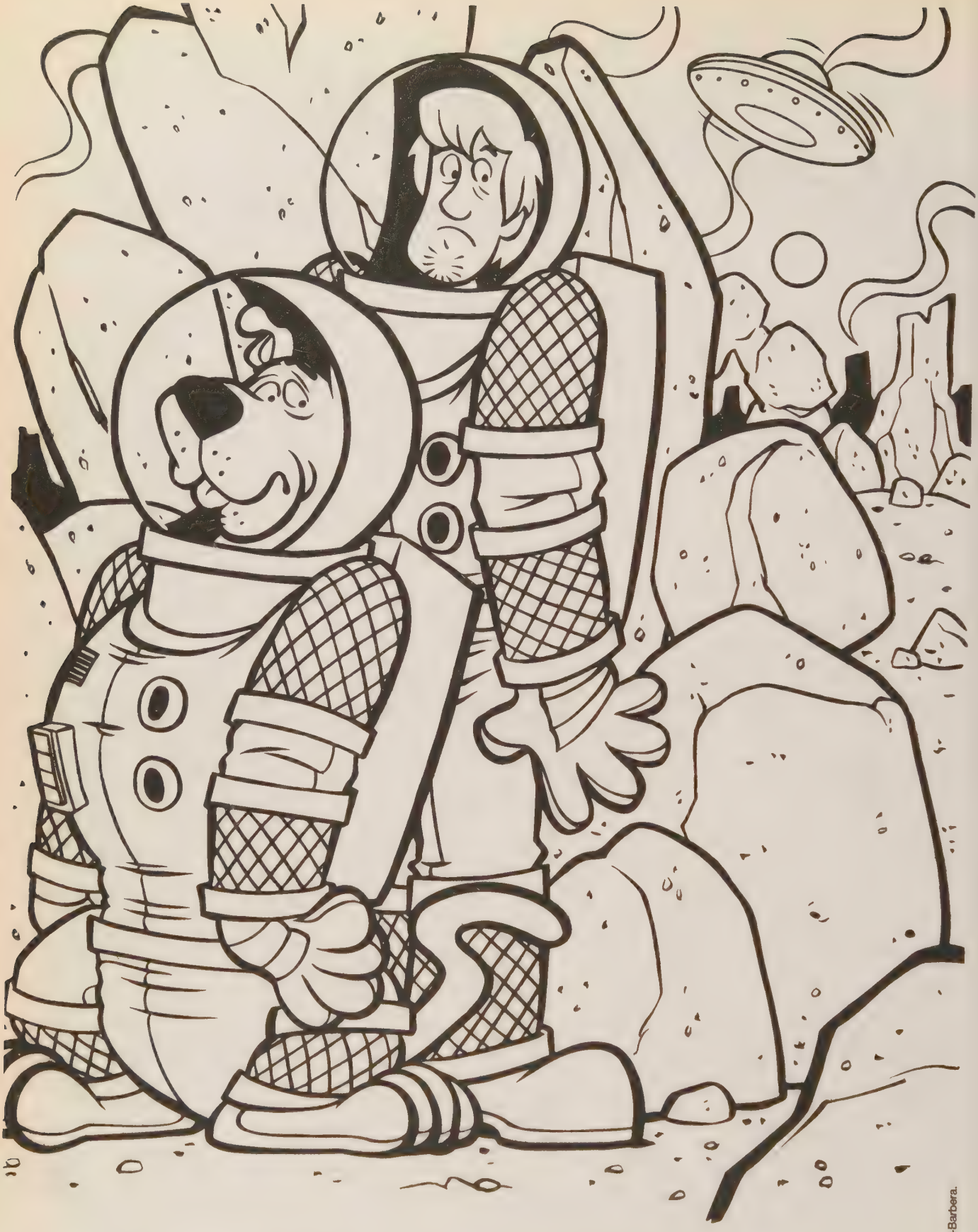
TM & © Hanna-Barbera.



Draw a Picture!

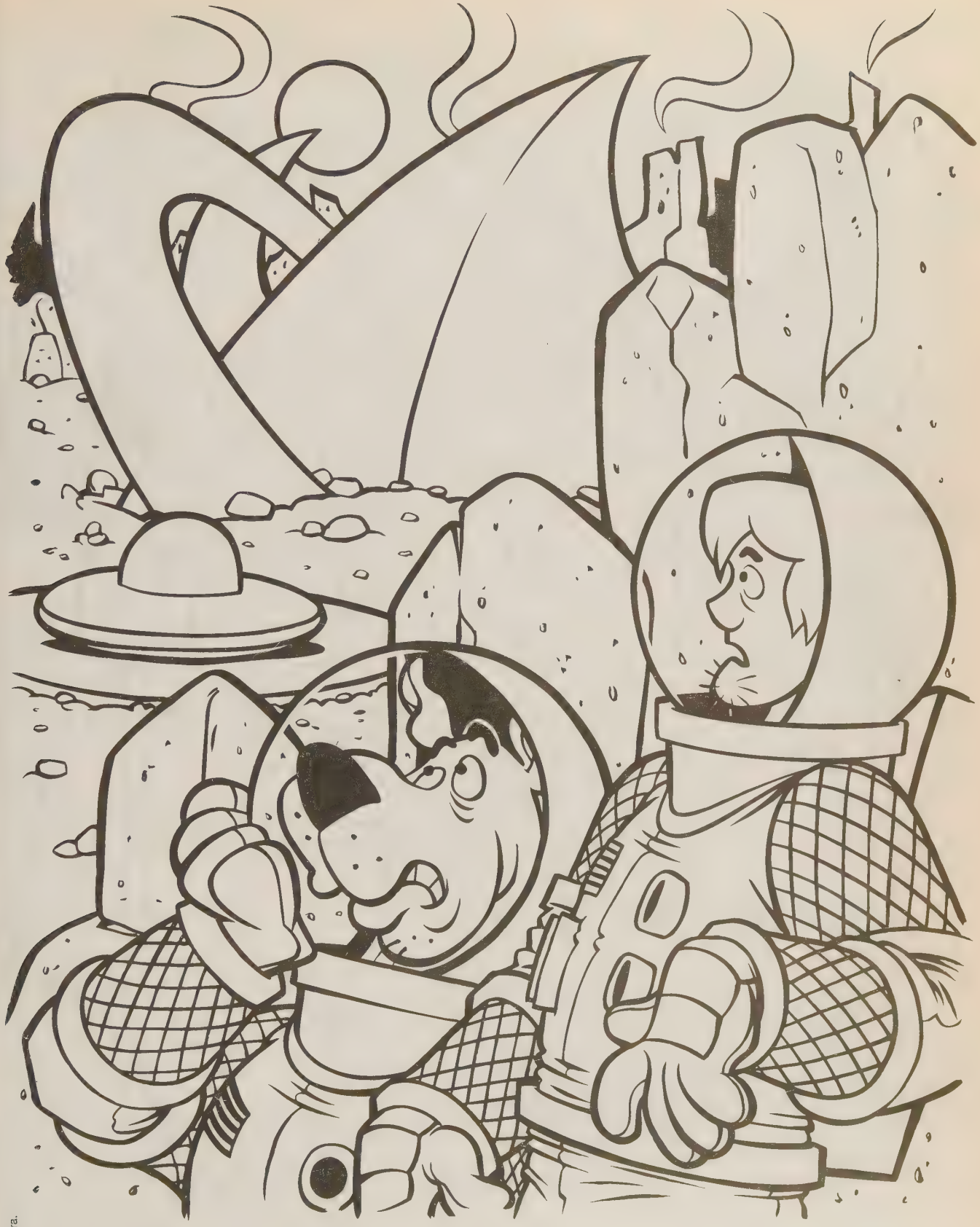
Design an alien base!

TM & © Hanna-Barbera.



"Like, hide, Scooby! The aliens are here!"

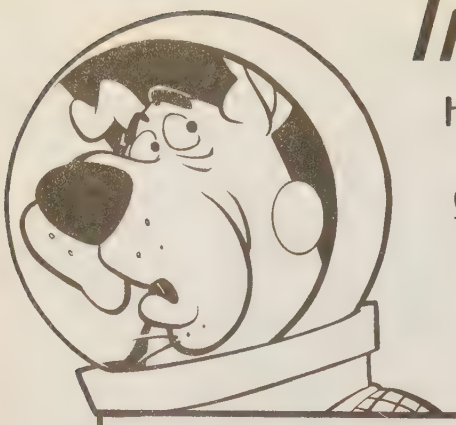
TM & © Hanna-Barbera.



A secret alien Mars base!

TM & © Hanna-Barbera.

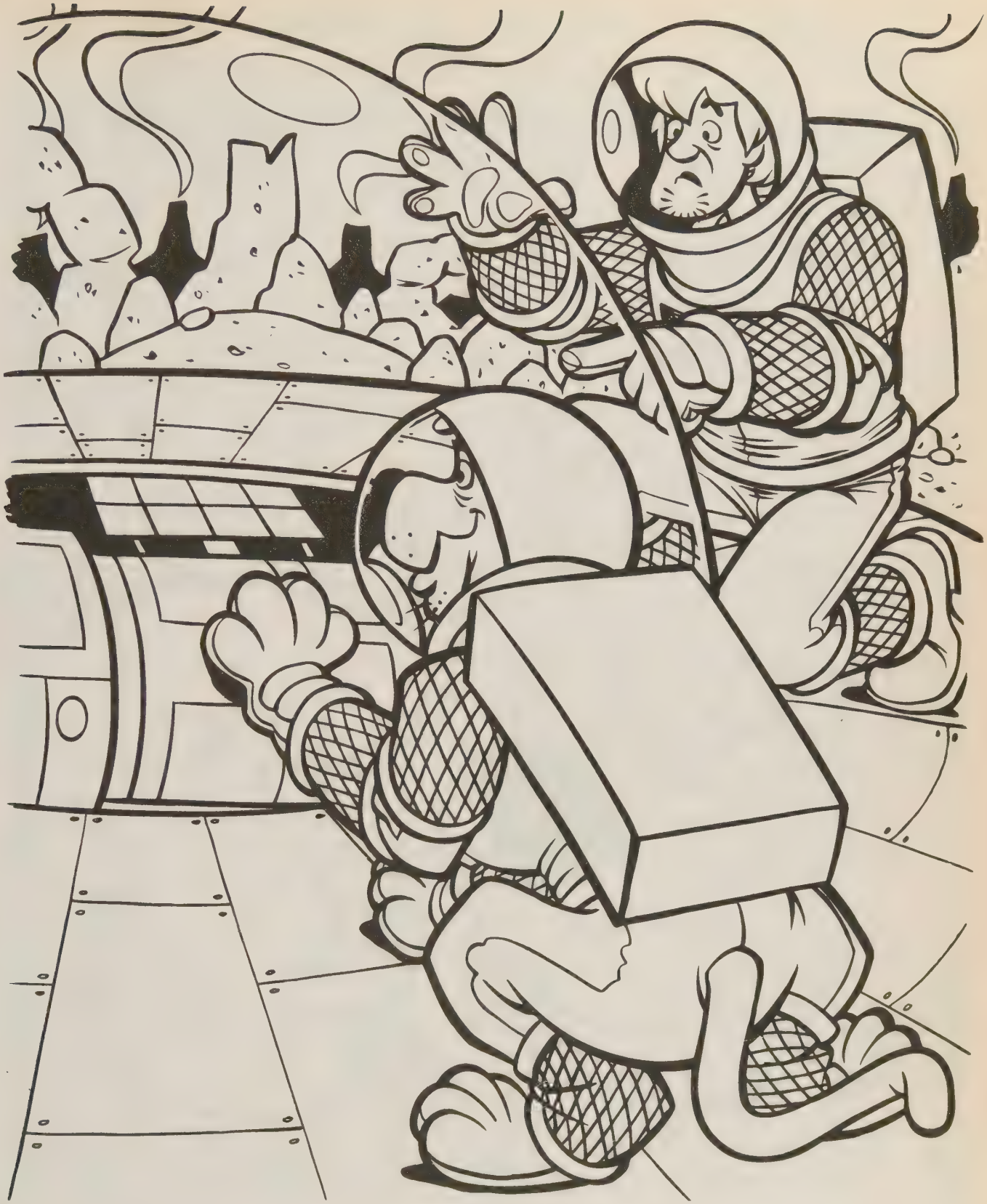
In Search Of. . .



Help Scooby follow the stars to find the aliens. You must pass 12 stars before you can capture the extraterrestrials! You cannot use the same path twice!

Start Here

TM & © Hanna-Barbera.



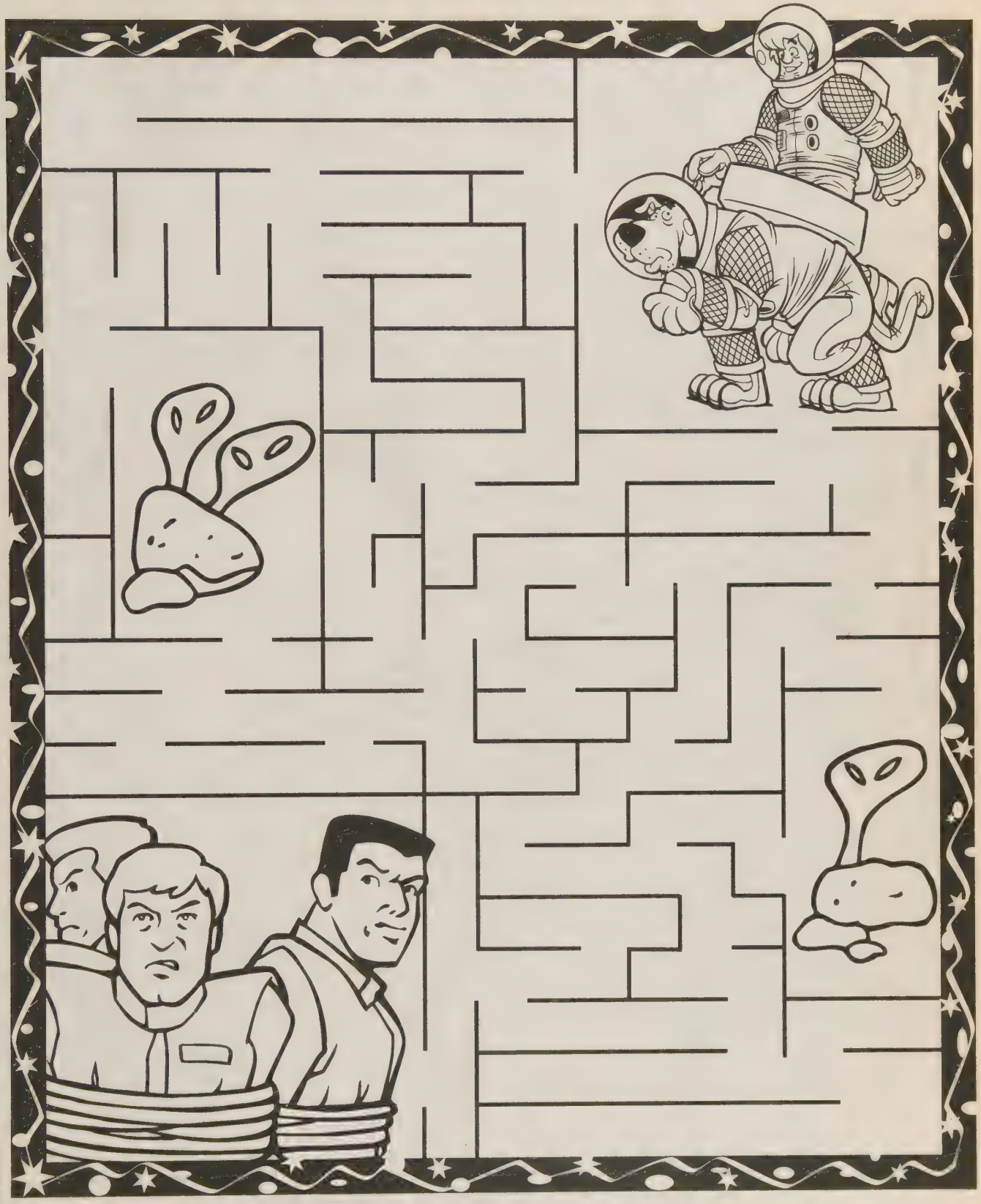
"Hey! This isn't a flying saucer — it's the missing Russian space station!"

TM & © Hanna-Barbera.

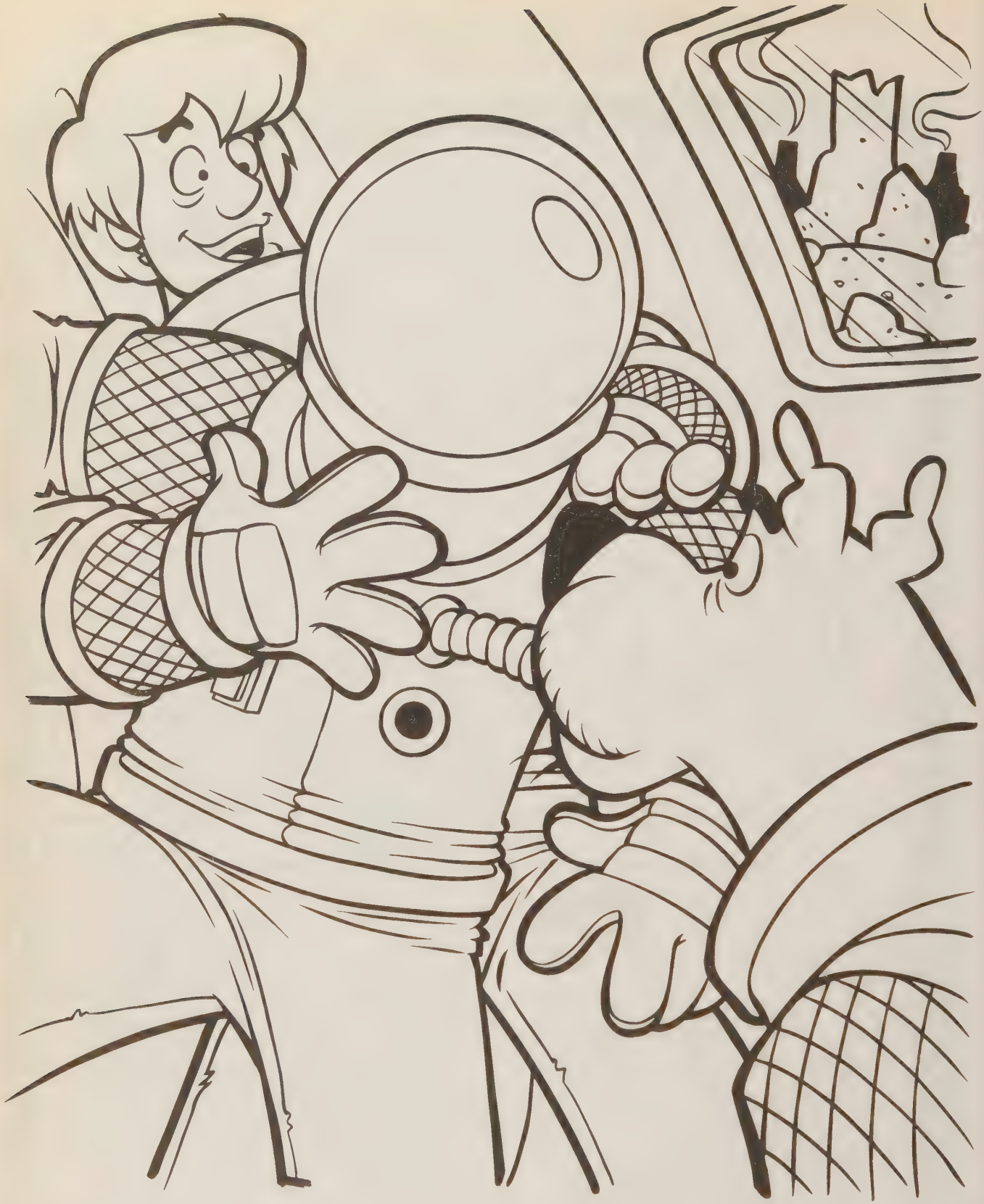
"And there are the missing cosmonauts!
What do you think Fred and Velma would do?"

TM & © Hanna-Barbera.

Help Shaggy and Scooby find the cosmonauts! Beware of the aliens!

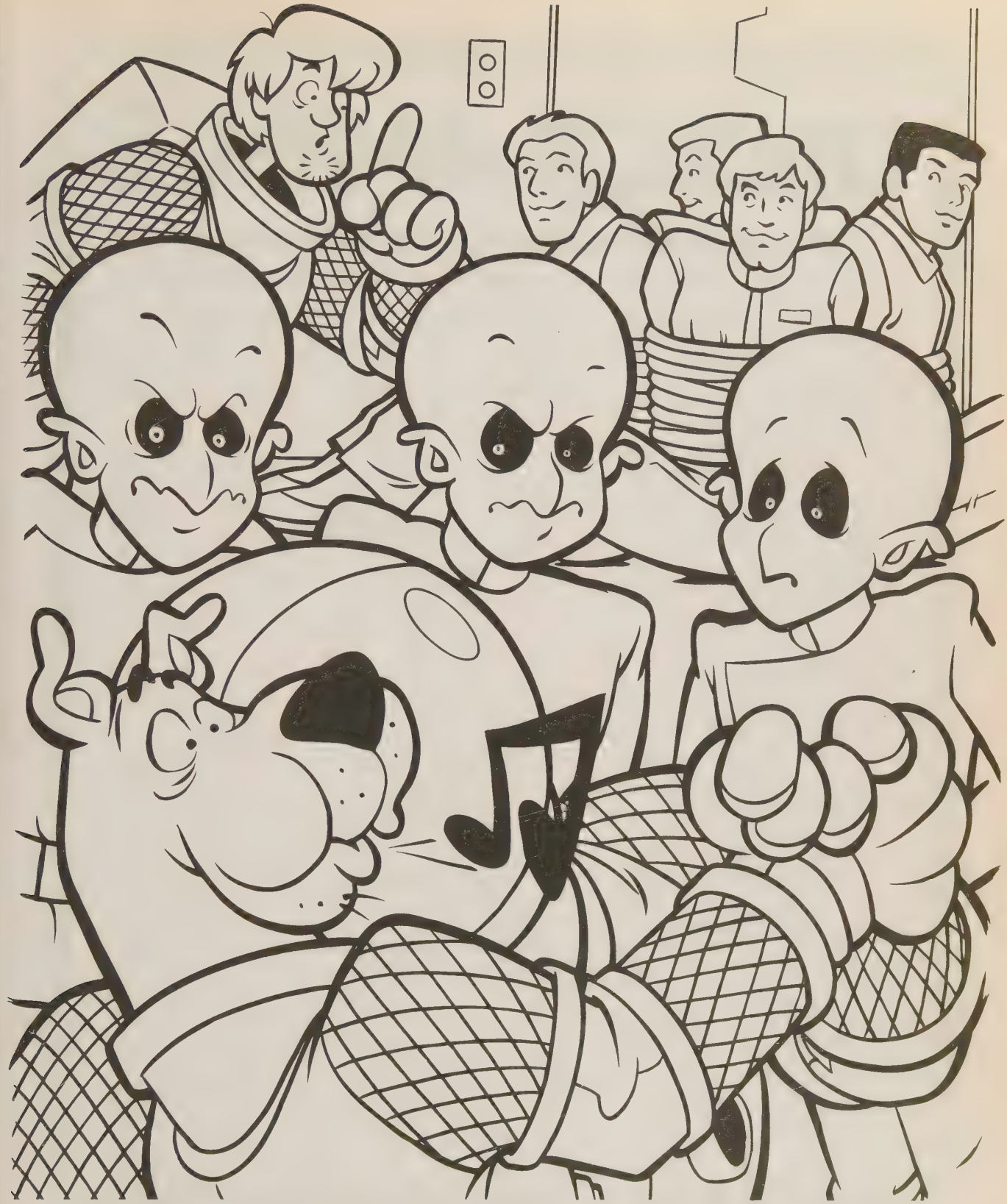


TM & © Hanna-Barbera.



"Like, keep blowing, Scoob!
We're almost there!"

TM & © Hanna-Barbera.



Scooby creates a diversion
while Shaggy unties the cosmonauts!

TM & © Hanna-Barbera.

UNSCRAMBLE

Who did the aliens take hostage?

Unscramble the letters to solve the mystery.
The letters in the box will reveal the answer.

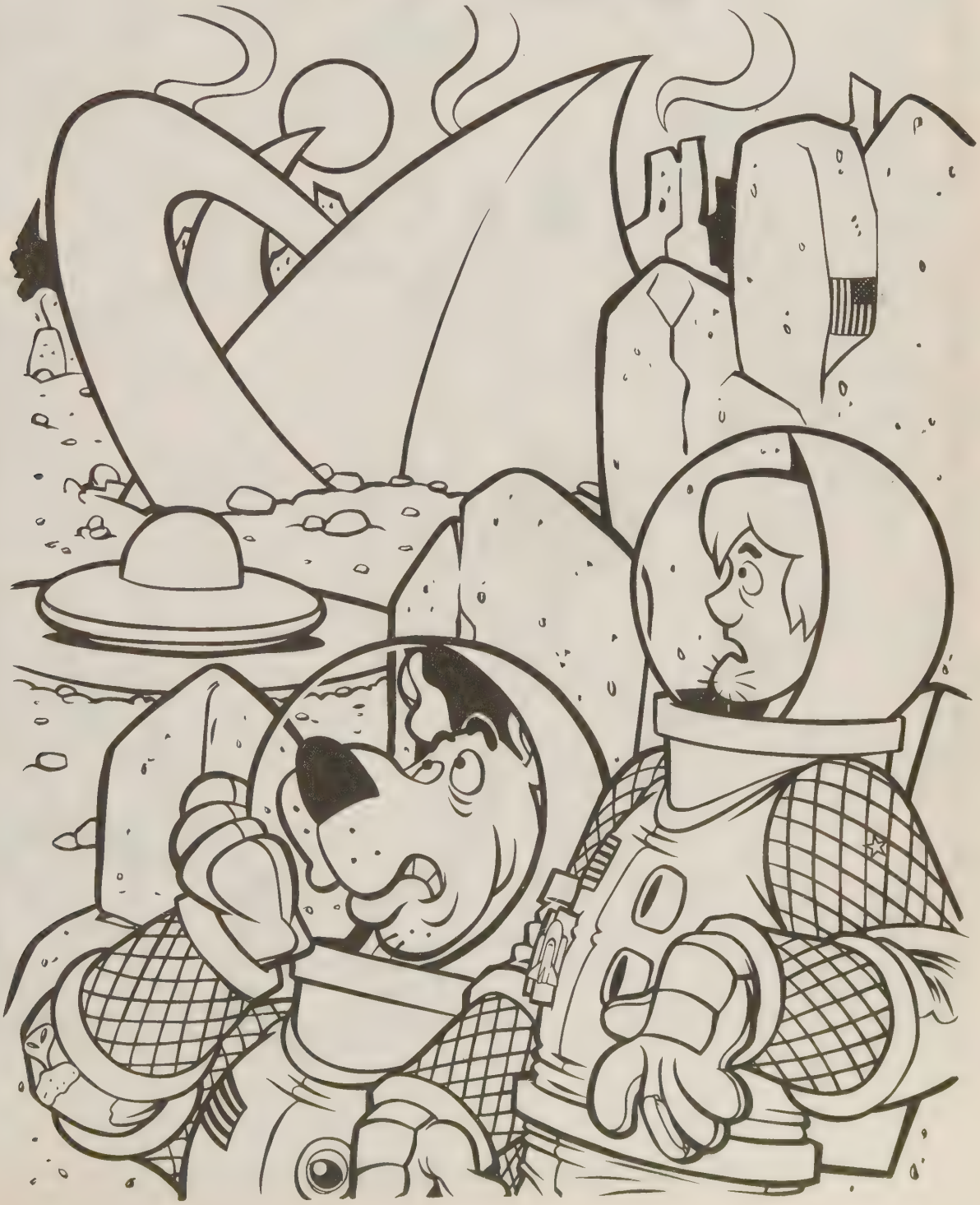
ANSWERS: 1. SCARY 2. ROVER 3. SPACE 4. MARS 5. ROCKET 6. SCIENTIST
7. GRAVITY 8. SHUTTLE 9. STARS 10. SUIT

TM & © Hanna-Barbera.

HIDDEN PICTURE

The clues listed below are hidden in the picture.
Circle and color the clues as you find them.

1. Alien
2. Rocket
3. Hot Dog
4. Star
5. U.S. Flag
6. Helmet



TM & © Hanna-Barbera.

The aliens are subdued!

TM & © Hanna-Barbera.

"Like, wow, Scoob! They're not aliens at all!
It's Colonel Jenkins and two henchmen!"

TM & © Hanna-Barbera.

SECRET CODE

Use the code to decipher the clue.

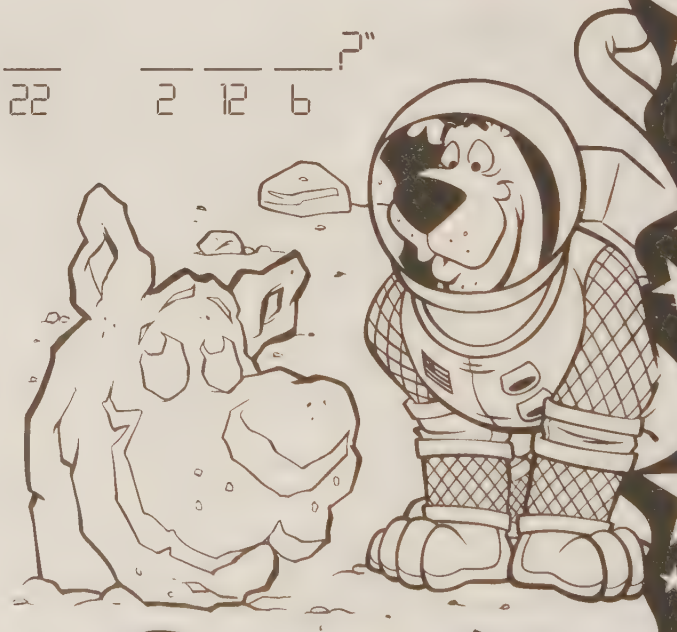
CODE

26=A
25=B
24=C
23=D
22=E
21=F
20=G
19=H
18=I
17=J
16=K
15=L
14=M
13=N
12=O
11=P
10=Q
9=R
8=S
7=T
6=U
5=V
4=W
3=X
2=Y
1=Z

" _ _ _ _ _ _ - _ _ _ ,
8 24 12 12 25 2 23 12 12

_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
4 19 22 9 22 12 13 14 26 9 8

_ _ _ _ _ _ _ _ _ ?"
26 9 22 2 12 6



ANSWER: "SCOOBY-DOO, WHERE ON MARS ARE YOU?"

TM & © Hanna-Barbera.

"I was going to start my own society on Mars!
But my plans are ruined, thanks to you meddling kids!"

TM & © Hanna-Barbera.

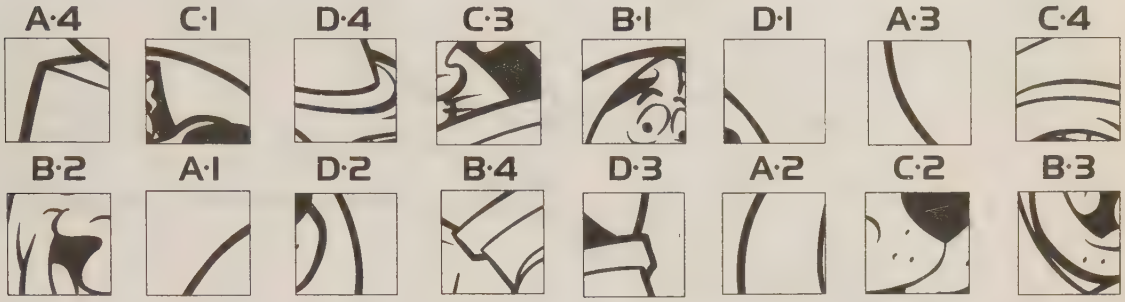
"Congratulations, Shaggy! Not only did you solve the alien mystery, but you rescued the cosmonauts!"

TM & © Hanna-Barbera.

DRAW A CONCLUSION

Which character enjoys riding the Sojourner Rover?

To identify the character, draw the contents of each box in the grid below. Use the coordinates to locate the correct position of each piece.



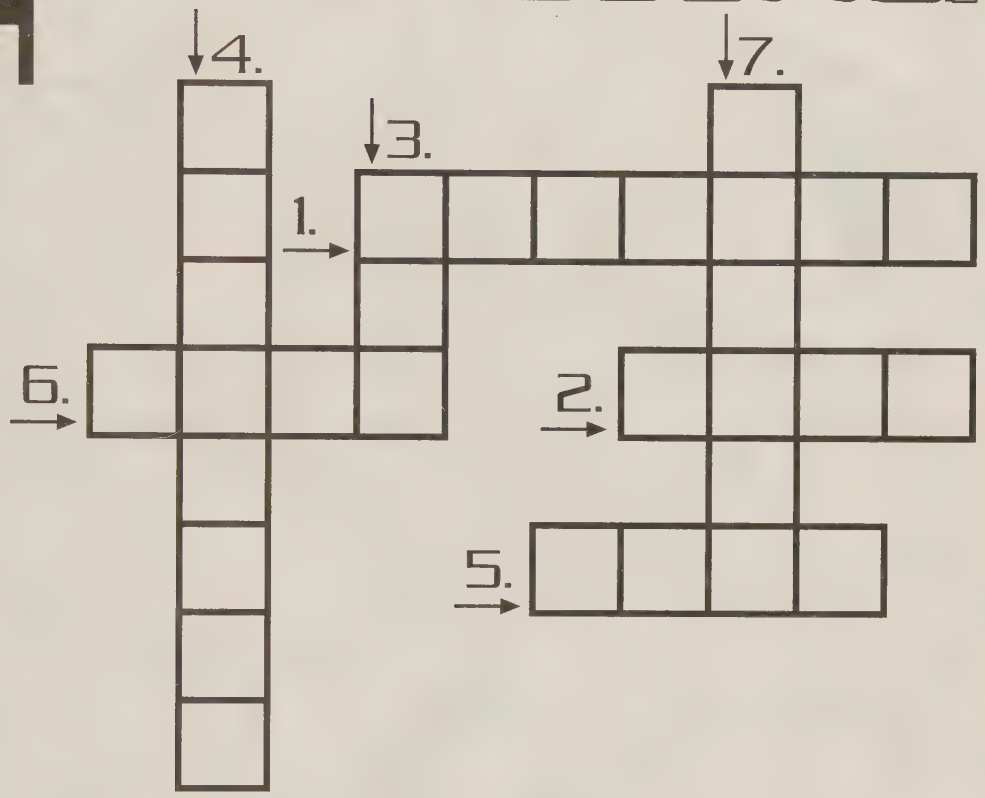
	A	B	C	D	
1					1
2					2
3					3
4					4
	A	B	C	D	

TM & © Hanna-Barbera.

"And I'm sure Scooby helped, too.
Where did he go?"

TM & © Hanna-Barbera.

MARTIAN CROSSWORD



1. Fred drives the _____ Machine.
2. Shag and Scoob are always looking for _____ .
3. _____ is Fred's uncle in the military.
4. The Sagan _____ Station is the home of the Mars Pathfinder.
5. Colonel Jenkins wore an alien _____.
6. The aliens on Mars were a _____.
7. Shag and Scoob saved the cosmonauts and became _____.

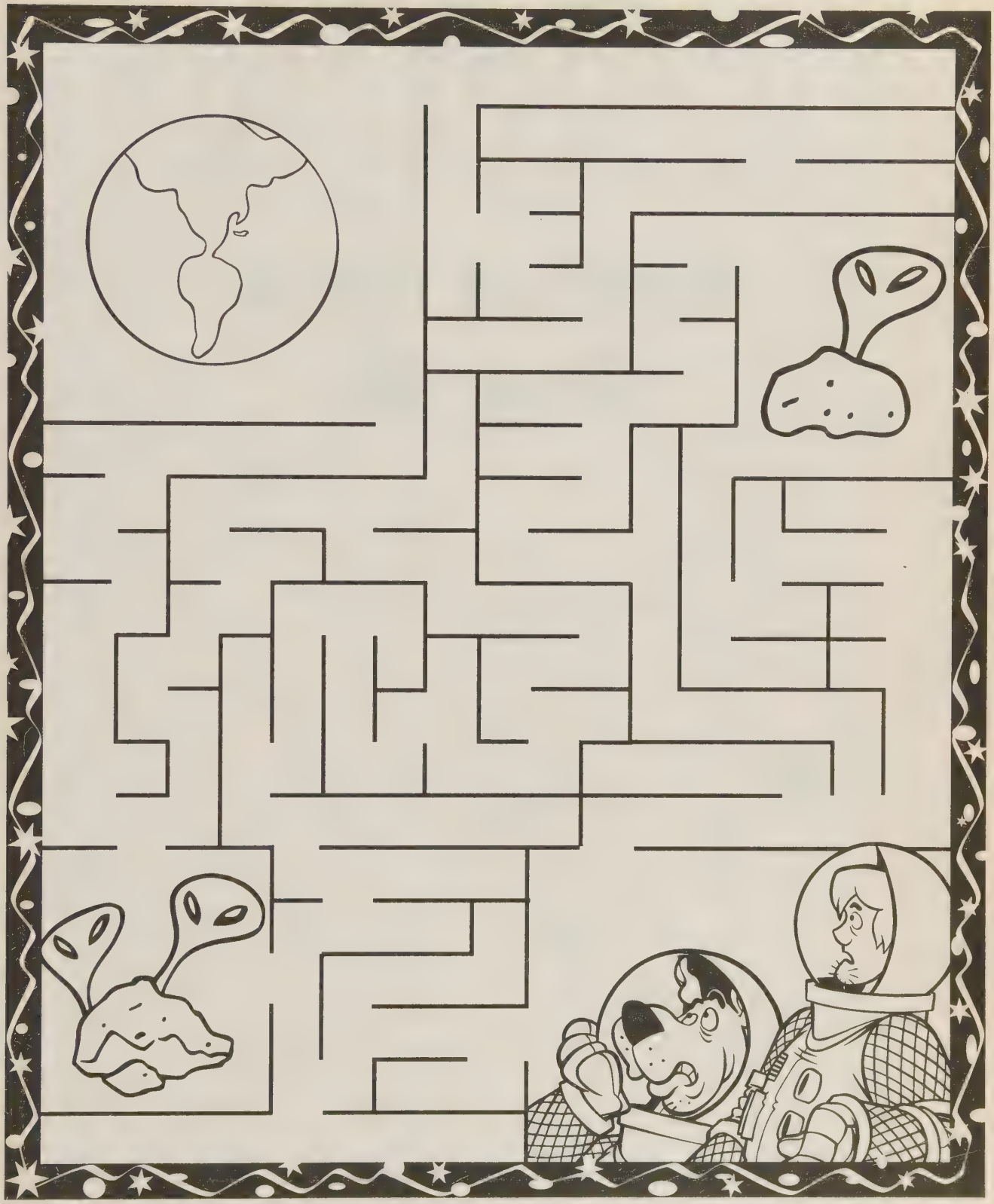
TM & © Hanna-Barbera.

ANSWERS: 1. MYSTERY 2. FOOD 3. MAX 4. MEMORIAL 5. MASK 6. HOAX 7. HEROES

"Scooby-Doo, where on Mars are you?"

TM & © Hanna-Barbera.

Help Shaggy and Scooby make their way back to Earth!



TM & © Hanna-Barbera.

SCOOBY-DOO!™

Haunted House Hang-Up

TM & © Hanna-Barbera.

"If we don't find some kind of road sign to tell us which way to the concert, we're in trouble."

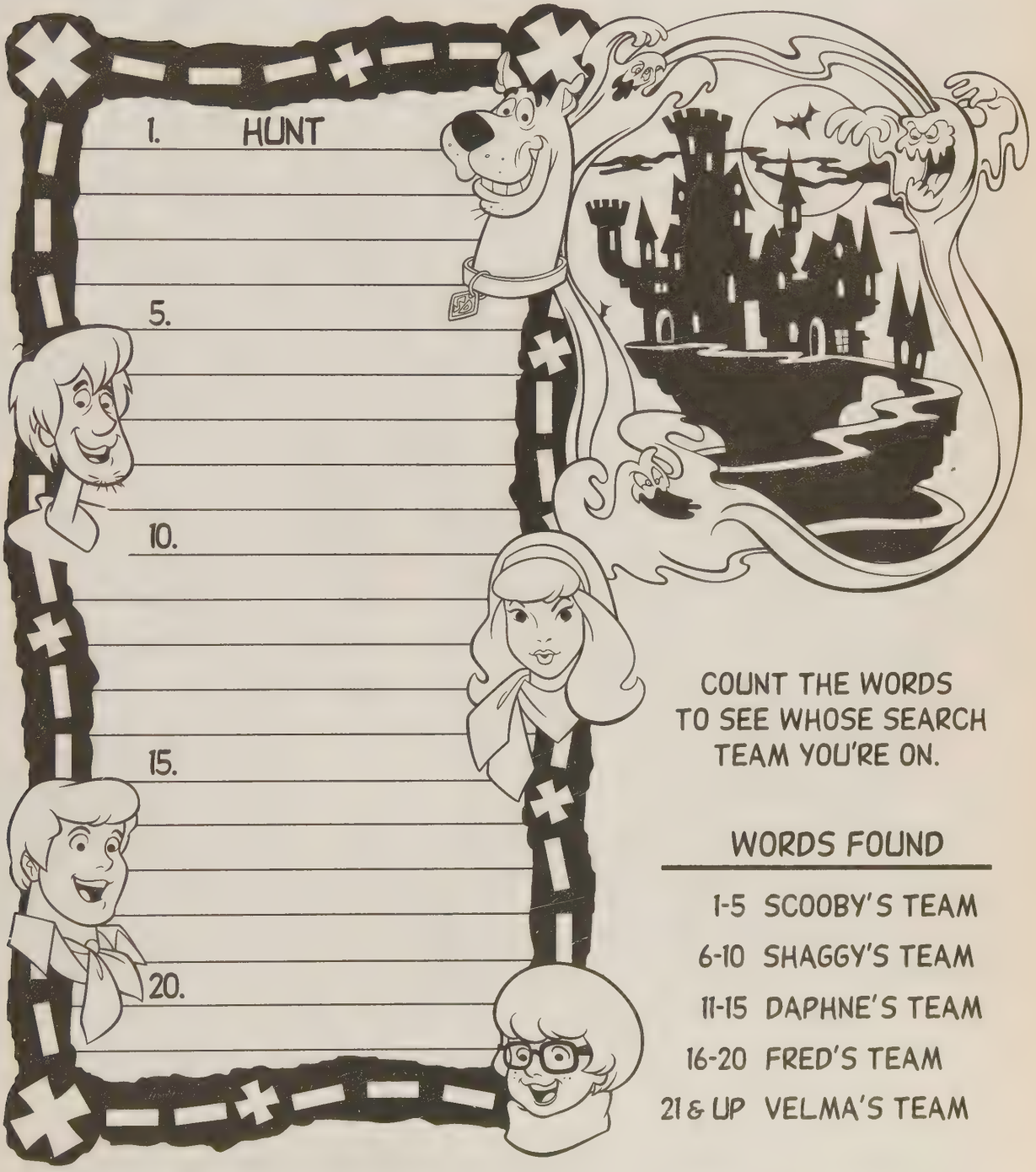
TM & © Hanna-Barbera.

"I think we're into trouble already — look."
"Yikes!"
"Double Yikes!"

TM & © Hanna-Barbera.

HOW MANY WORDS CAN YOU MAKE OUT OF

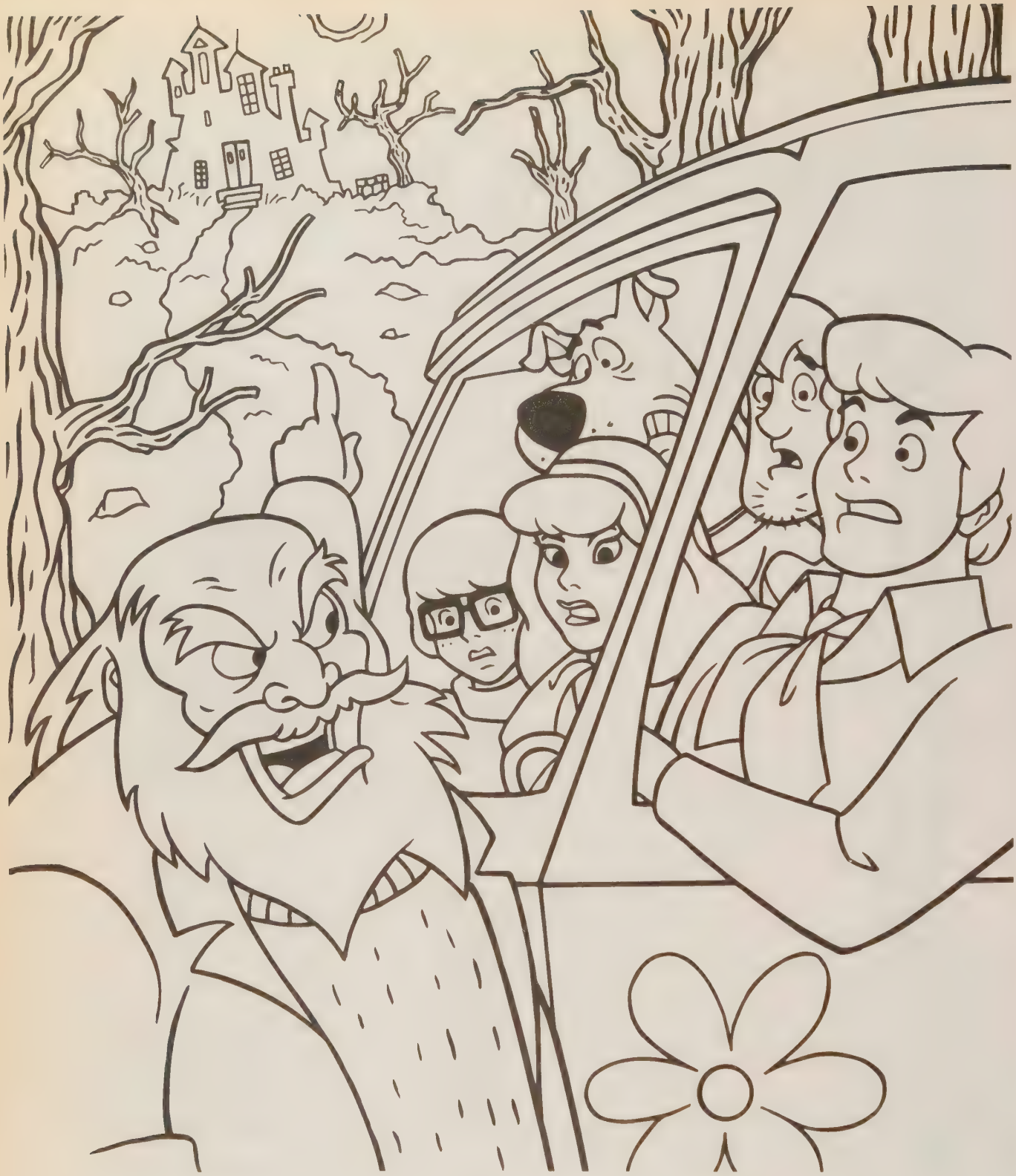
HAUNTED HOUSE?



COUNT THE WORDS TO SEE WHOSE SEARCH TEAM YOU'RE ON.

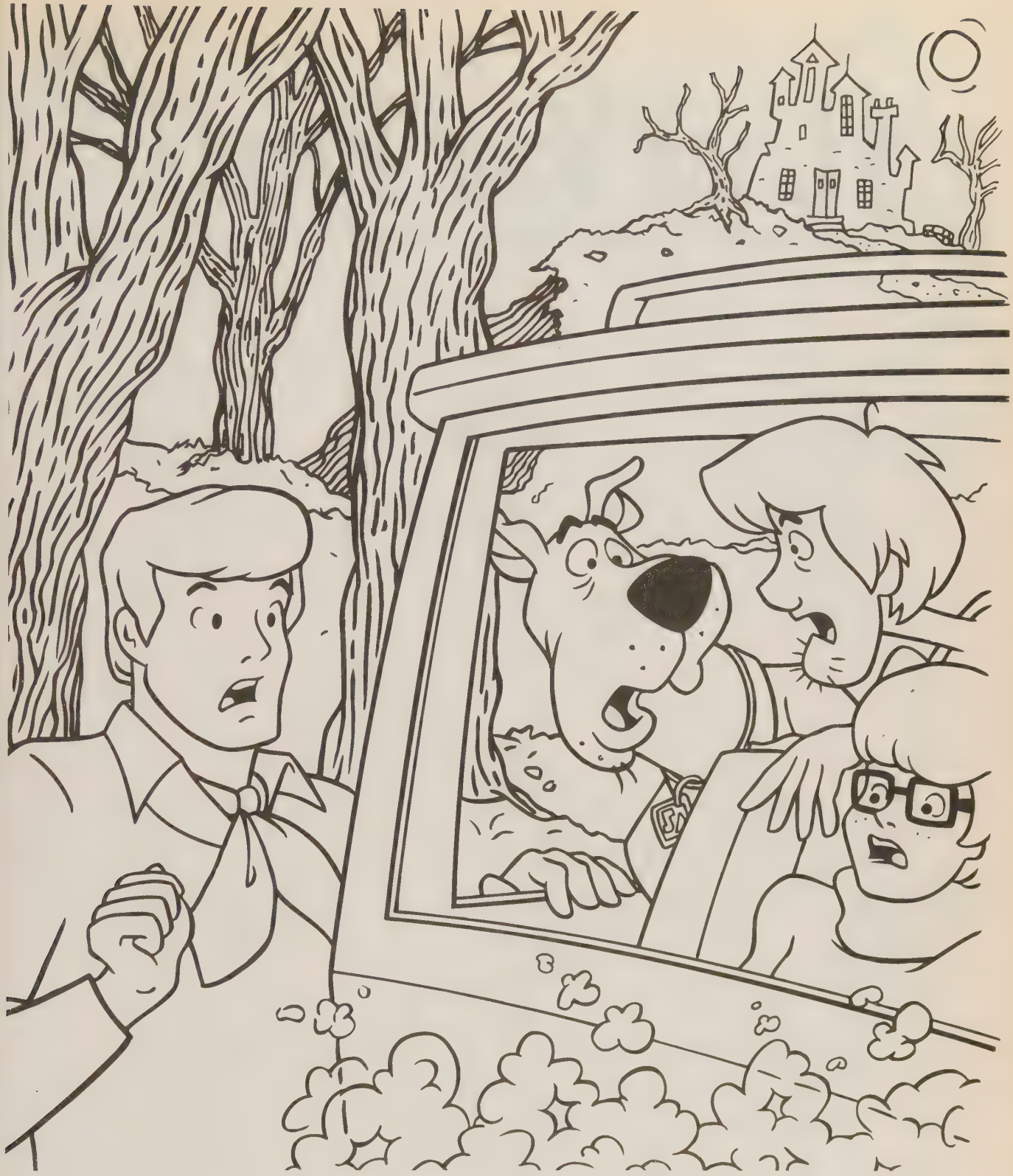
WORDS FOUND	
1-5	SCOOBY'S TEAM
6-10	SHAGGY'S TEAM
11-15	DAPHNE'S TEAM
16-20	FRED'S TEAM
21 & UP	VELMA'S TEAM

TM & © Hanna-Barbera.



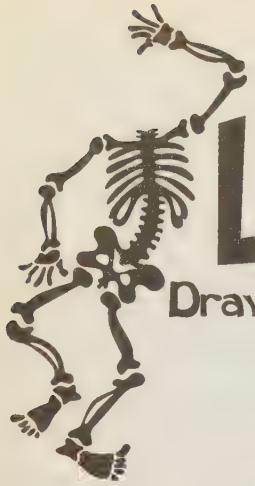
"I'm Asa Shanks. There's a headless specter up at the old mansion, so you kids steer clear!"

TM & © Hanna-Barbera.



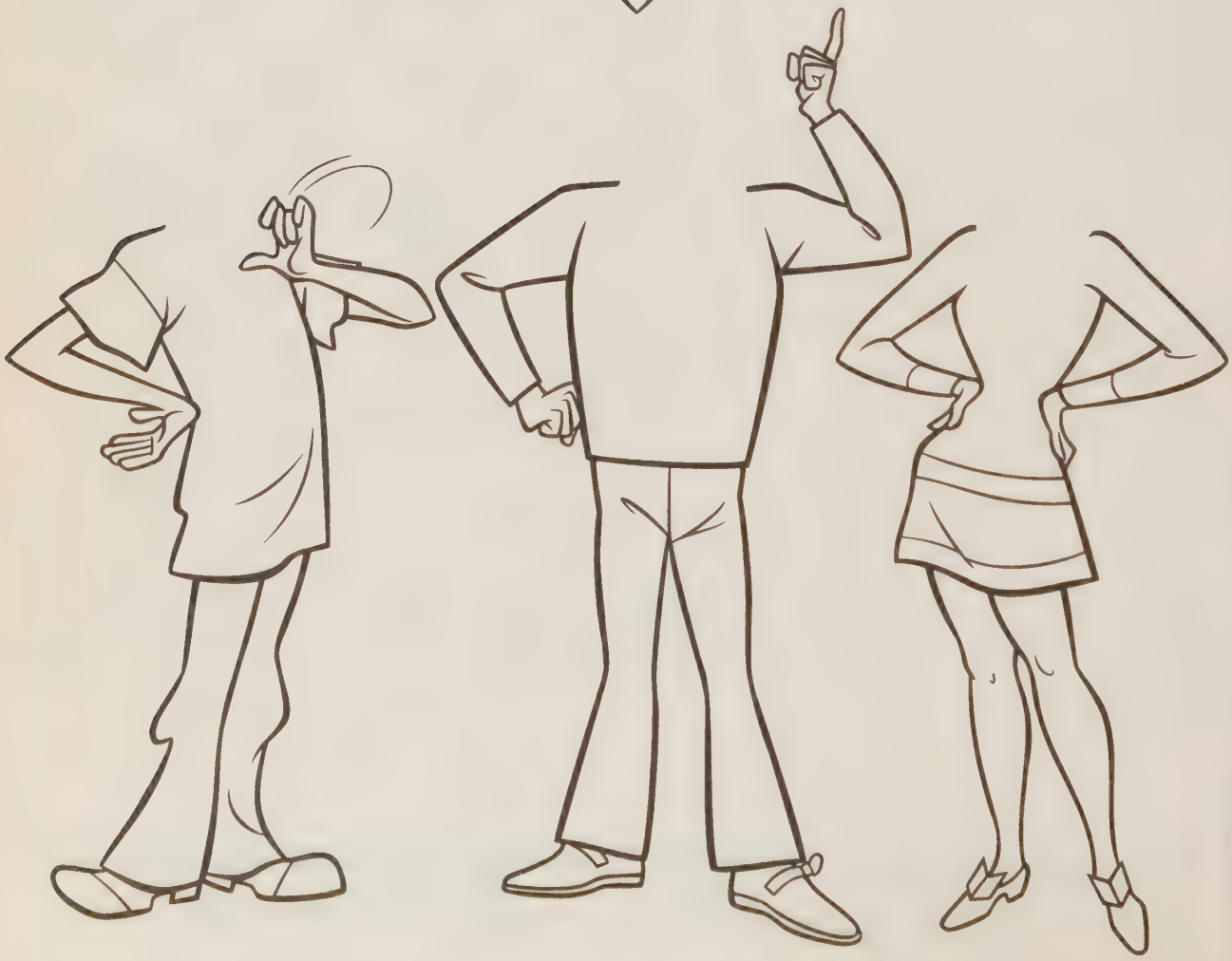
"Dang, the Mystery Machine's overheating! I saw a well back by that old mansion. Shag, you and Scoob go check it out."

TM & © Hanna-Barbera.



Lose Your Head?

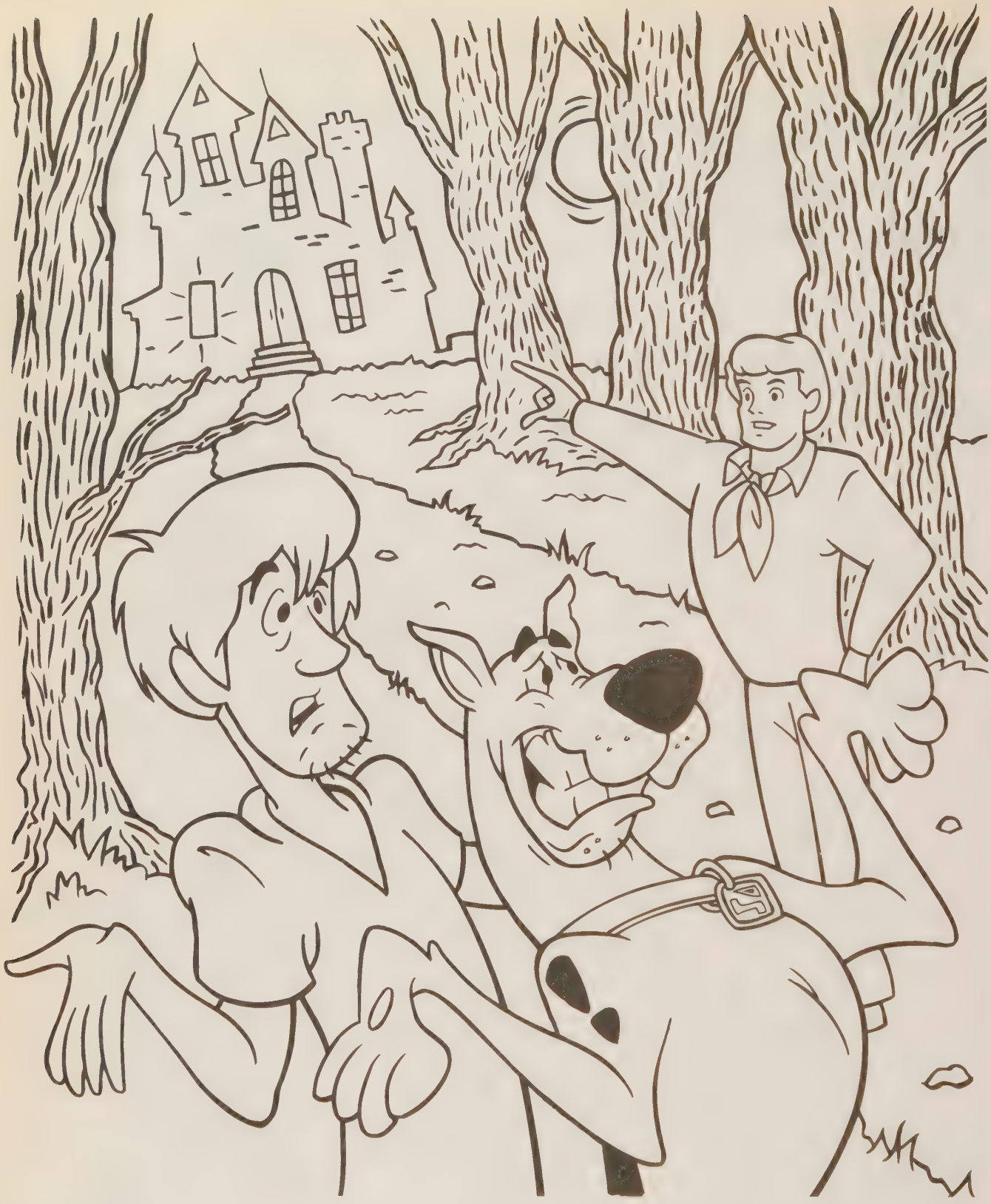
Draw a line to match each head to the correct body.



TM & © Hanna-Barbera.

"Ghosts!!!"

TM & © Hanna-Barbera.



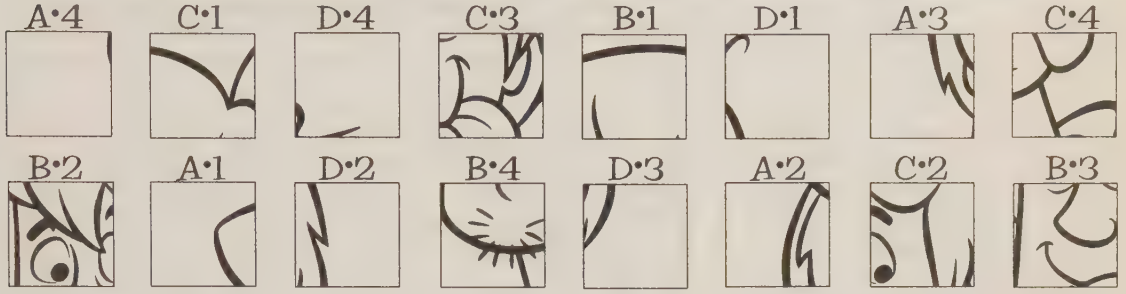
"No water at the well, huh? There's a light on in the mansion. See if you can get a bucket of water there."

TM & © Hanna-Barbera.

DRAW A CONCLUSION

Who ate all of the sandwiches?

To identify the thief, draw the contents of each box in the grid below. Use the coordinates to locate the correct position of each piece.



	A	B	C	D	
1					1
2					2
3					3
4					4
	A	B	C	D	

TM & © Hanna-Barbera.

"L-L-Look! A minute ago the head was th-there."
"I think we've stumbled onto a mystery. Let's look around."

TM & © Hanna-Barbera.

UNSCRAMBLE

What does Velma always exclaim?

Unscramble the letters. The letters in the box will reveal the answer.

1. EWSJLE _ _ _ _ _ _ _
2. LIAVNLI _ _ _ _ _ _ _
3. DACLEN _ _ _ _ _ _
4. YEK _ _ _
5. ERMCI _ _ _ _ _
6. AESURTRE _ _ _ _ _ _ _ _
7. YSMETYR _ _ _ _ _ _ _

TM & © Hanna-Barbera.

ANSWERS: 1. JEWELS 2. VILLAIN 3. CANDLE 4. KEY 6. TREASURE 7. MYSTERY

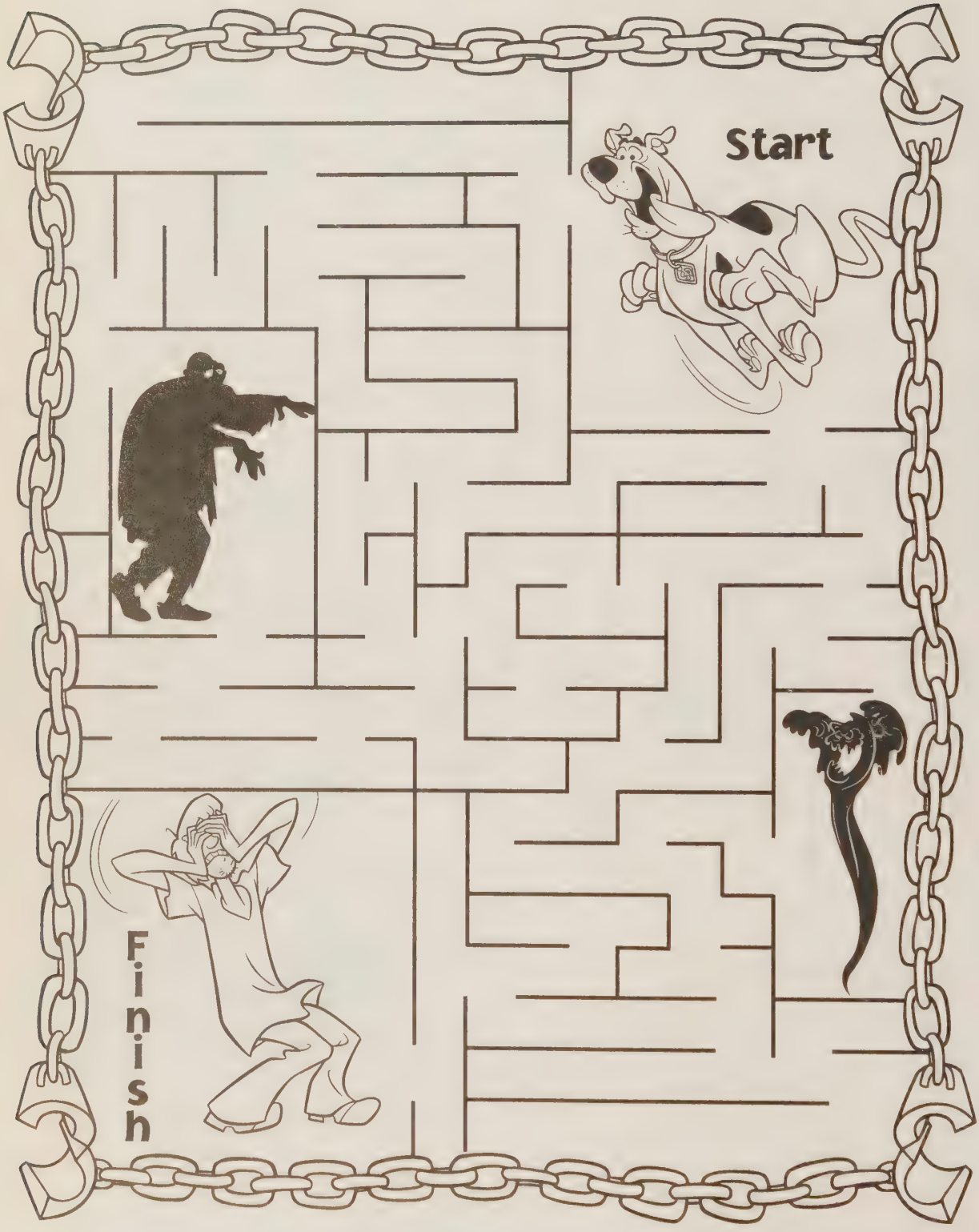
"This is just a wooden dummy. It was deliberately placed here to scare us."

TM & © Hanna-Barbera.

"A clue!"
"Dig these crazy footprints!"
"Let's split up and follow 'em."

TM & © Hanna-Barbera.

Help Scooby-Doo find Shaggy
without running into any ghouls.



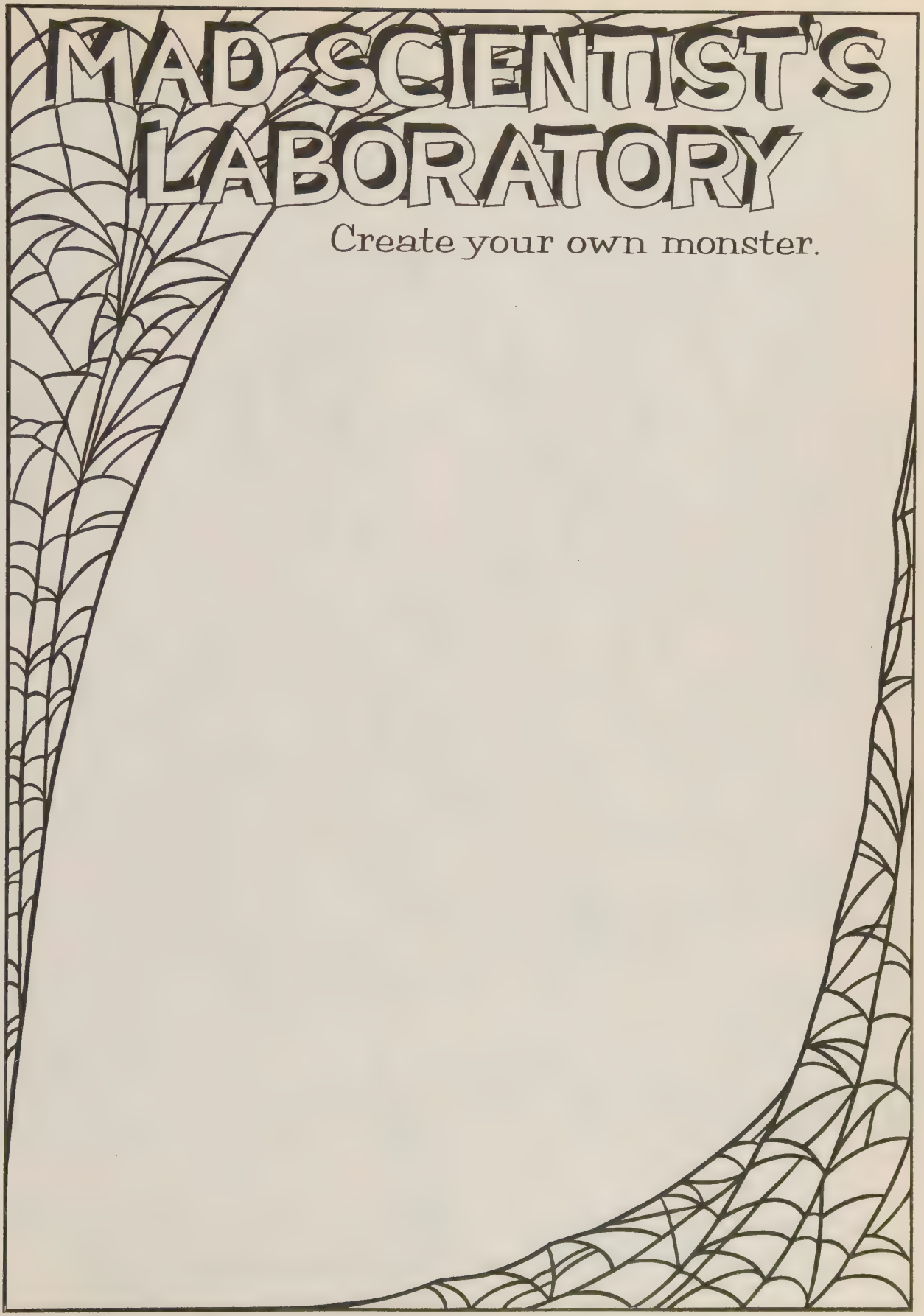
TM & © Hanna-Barbera.

"Yikes! It's the headless specter!!!"

TM & © Hanna-Barbera.

"Like, we lost him — and found a secret tunnel."
"It could lead to the solution to this whole mystery."

TM & © Hanna-Barbera.



TM & © Hanna-Barbera.

"Stillwell Shows the Way. I've got it! Find the column Stillwell' portrait is pointing out and we've solved the mystery."
"Let's find the others first."

TM & © Hanna-Barbera.

Find THE IMPOSTER!

ANSWER: 2

TM & © Hanna-Barbera.

"Hey, look at this, gang: balloons and helium."
"Jinkies! I think we're on to something."

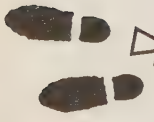
TM & © Hanna-Barbera.

"This sheet tossed over the helium balloon will float up.
Is this your ghost, guys?"
"Yep, and there's another! Run, Scoob!"

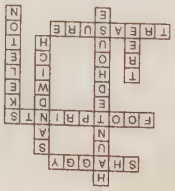
TM & © Hanna-Barbera.

HAUNTED CROSSWORD

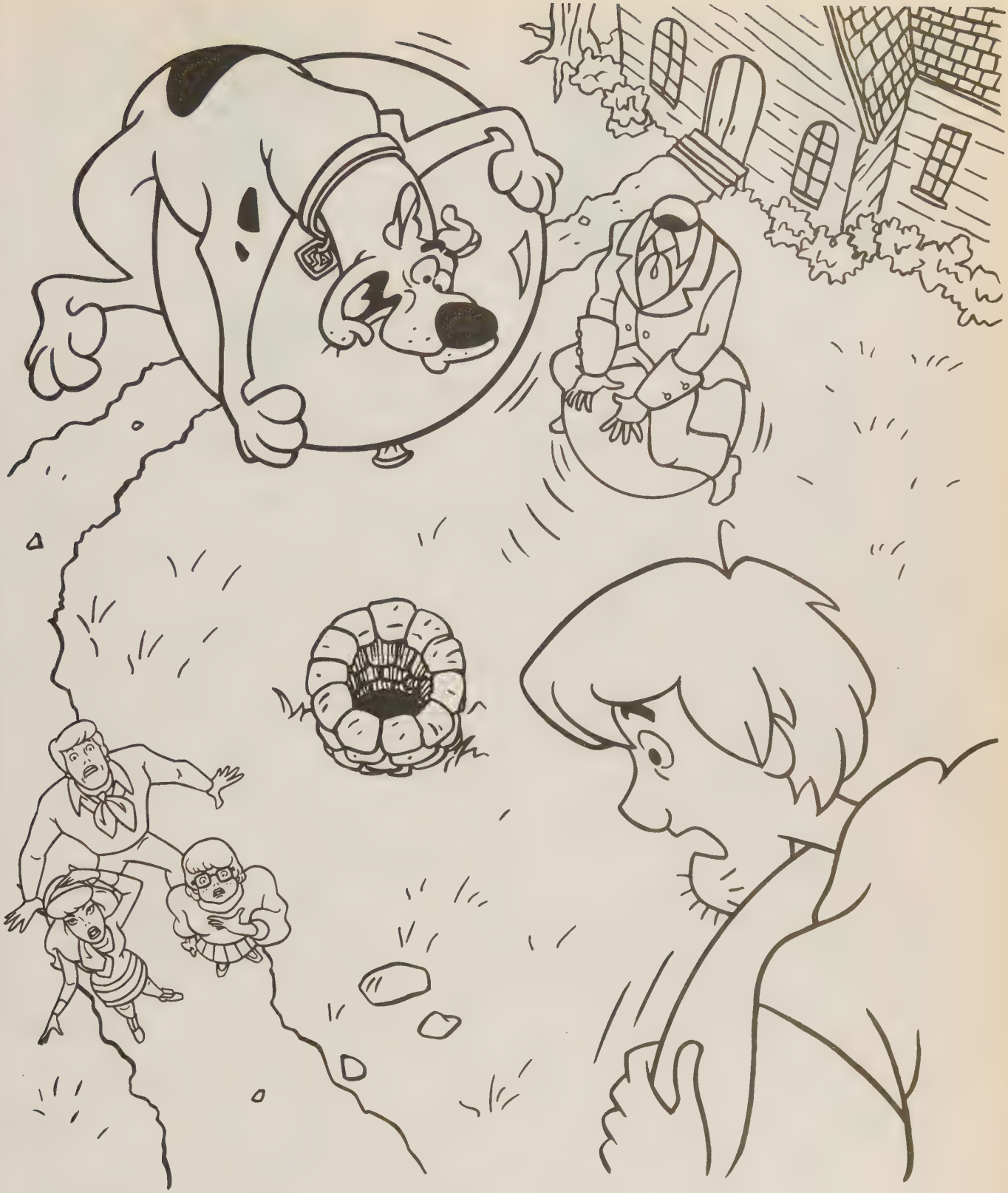
Fill in the words that correspond to the pictures.



ANSWER:



TM & © Hanna-Barbera.



"Hey, you guys! Help!!"

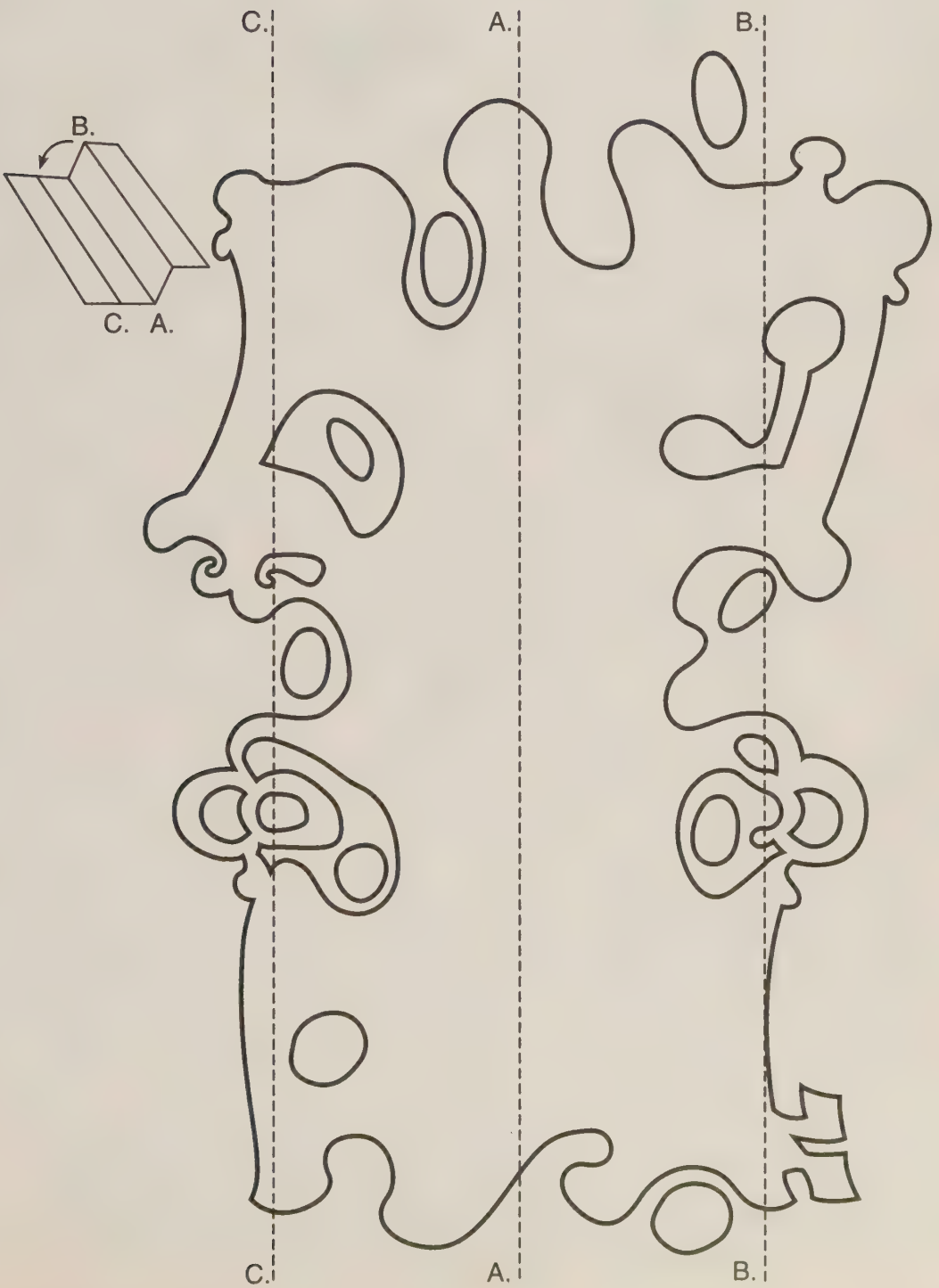
TM & © Hanna-Barbera.

"Oh, my achin' head."
"Hey, you really have a head."

TM & © Hanna-Barbera.

SUPER SLEUTH

Scooby and the gang need a clue.
Fold the page forward at line A and back at line B so the edge meets line C.
You've uncovered a very important clue!



TM & © Hanna-Barbera.

"I'm Penrod Stillwell. There's a hidden treasure in that old house that's rightly mine! I was trying to scare off whoever's trying to steal it."

TM & © Hanna-Barbera.

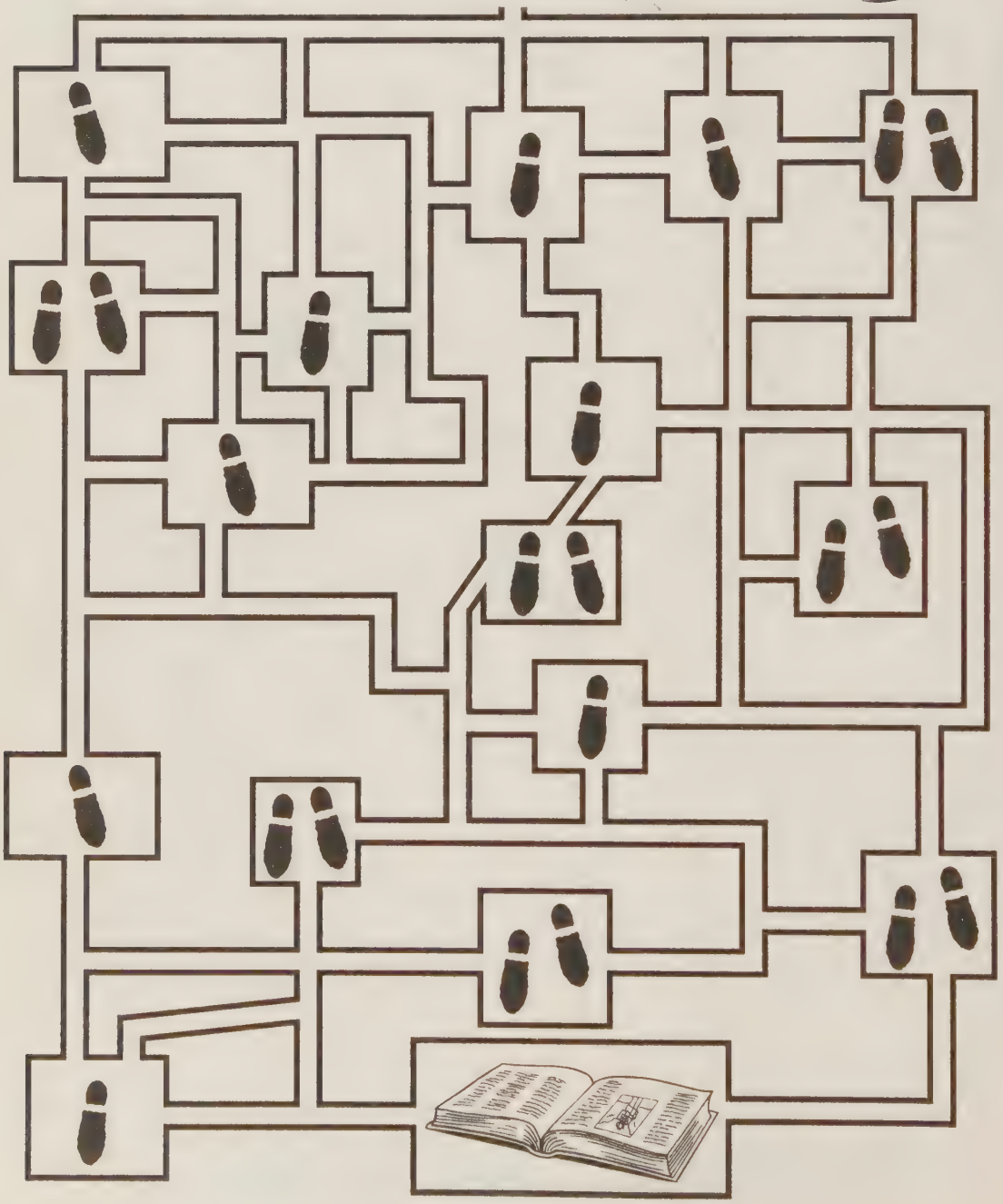
"I've got a plan that'll rid us of that someone."

TM & © Hanna-Barbera.

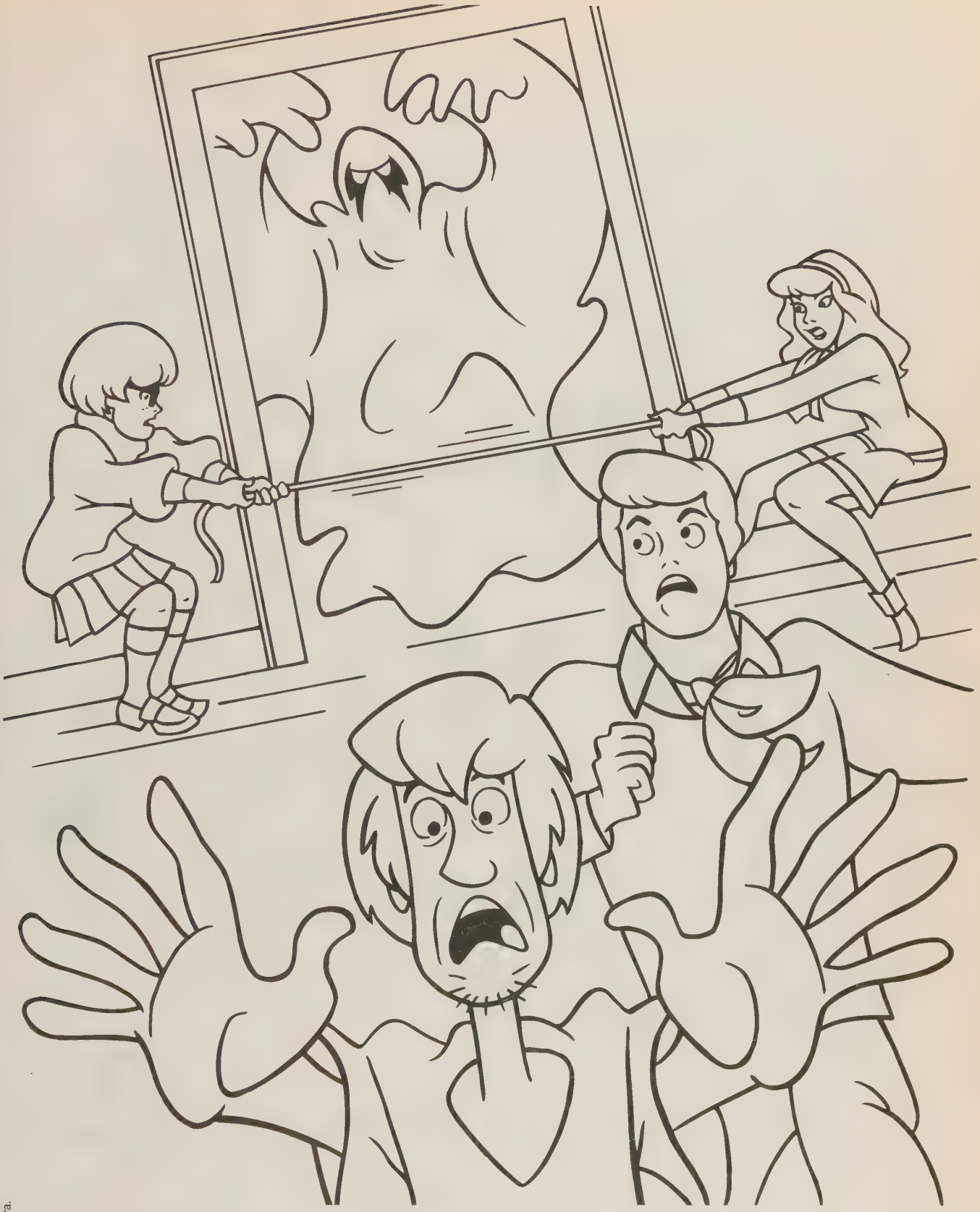
In Search Of...

Help Velma follow the footprints to solve the mystery. You must find 12 footprints before you find the clue! You cannot use the same path twice!

Start Here

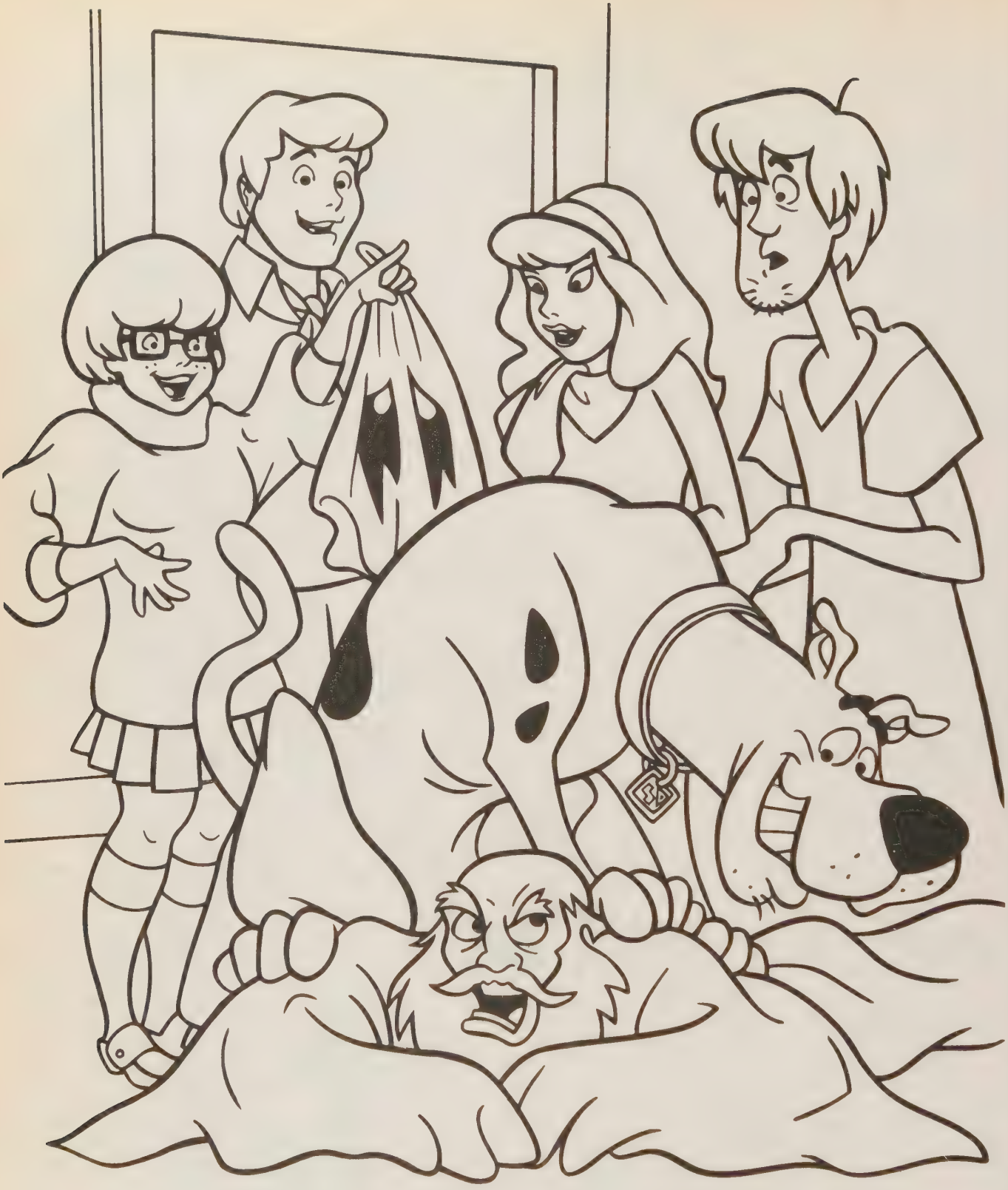


TM & © Hanna-Barbera.



"He's right behind us."

TM & © Hanna-Barbera.

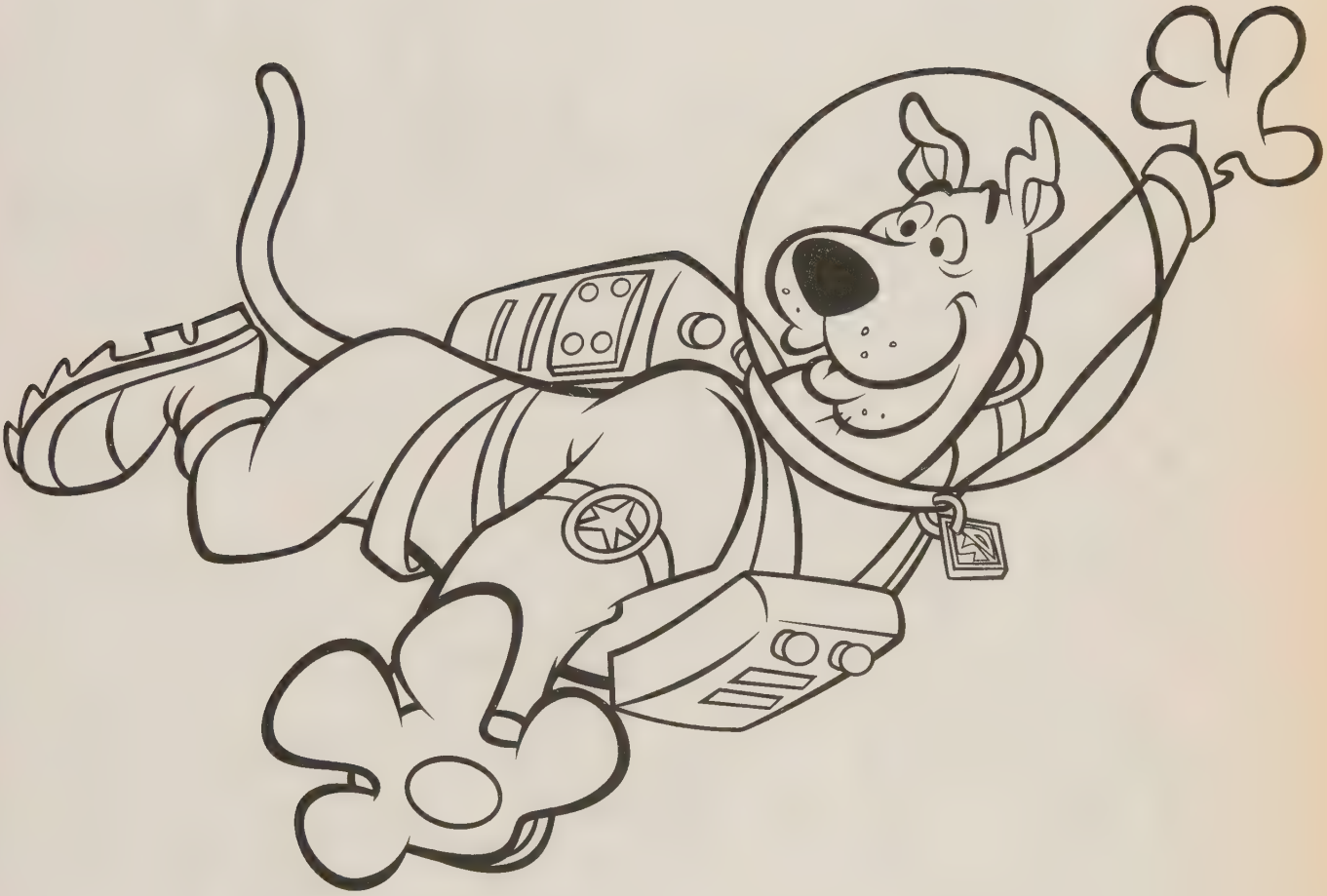


"Let's see who this phony phantom really is."
"It's Asa Shanks!"

TM & © Hanna-Barbera.

TM & © Hanna-Barbera.

TM & © Hanna-Barbera.



TM & © Hanna-Barbera.

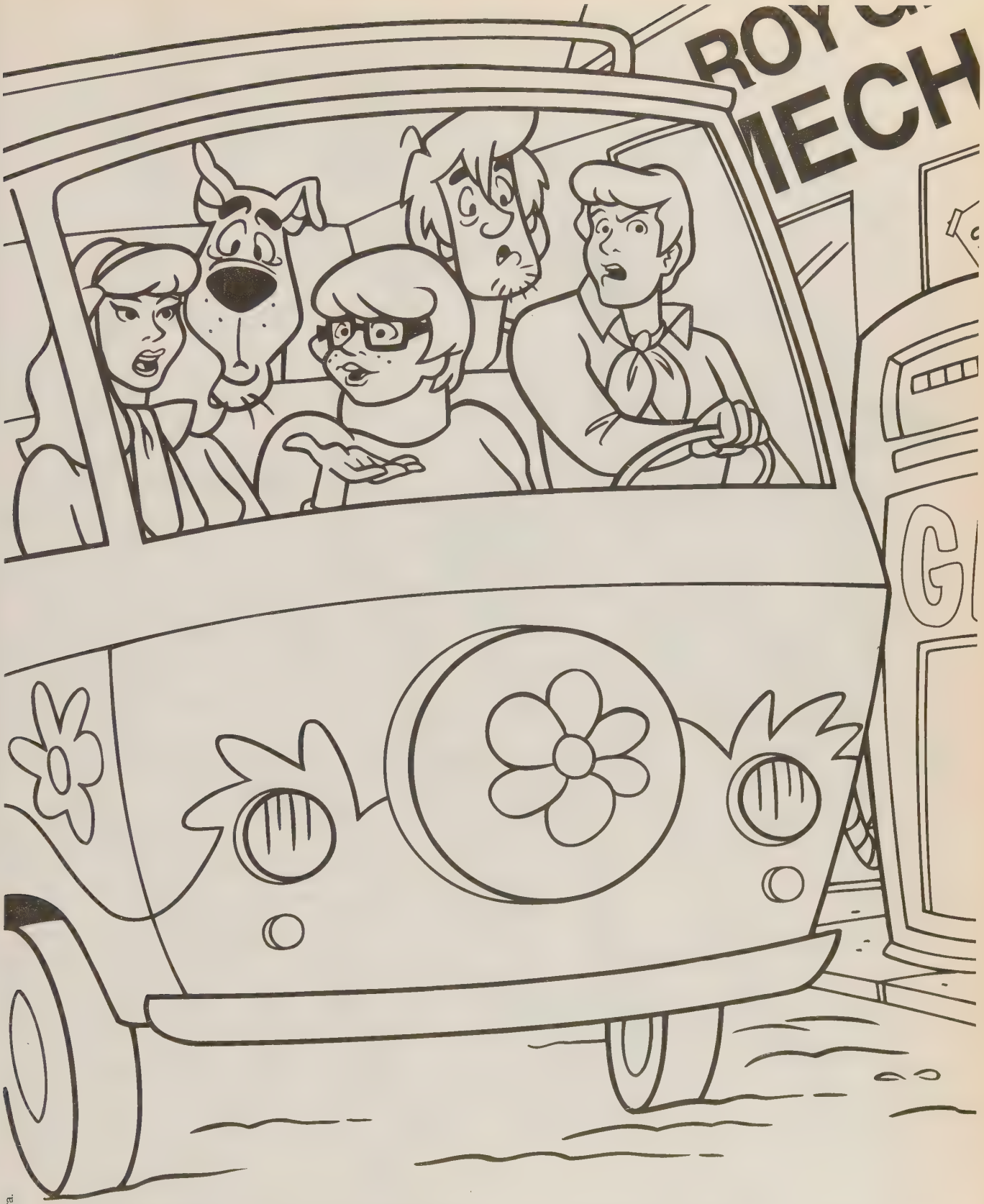
TM & © Hanna-Barbera.

TM & © Hanna-Barbera.

SCOOBY-DOO!™

The Mystery Of The Mystery Machine

TM & © Hanna-Barbera.



"Oh, jinkies! What's that rattle?"
"Like, we'd better pull over."

TM & © Hanna-Barbera.

"Howdy! I wish I could help, but the Headless Mechanic's made off with my tool set — again!"
"Another mystery! Let's investigate."

TM & © Hanna-Barbera.

"Like, it seems we're not the only ones looking for something to eat!"

TM & © Hanna-Barbera.

Find THE IMPOSTER!

ANSWER: 1

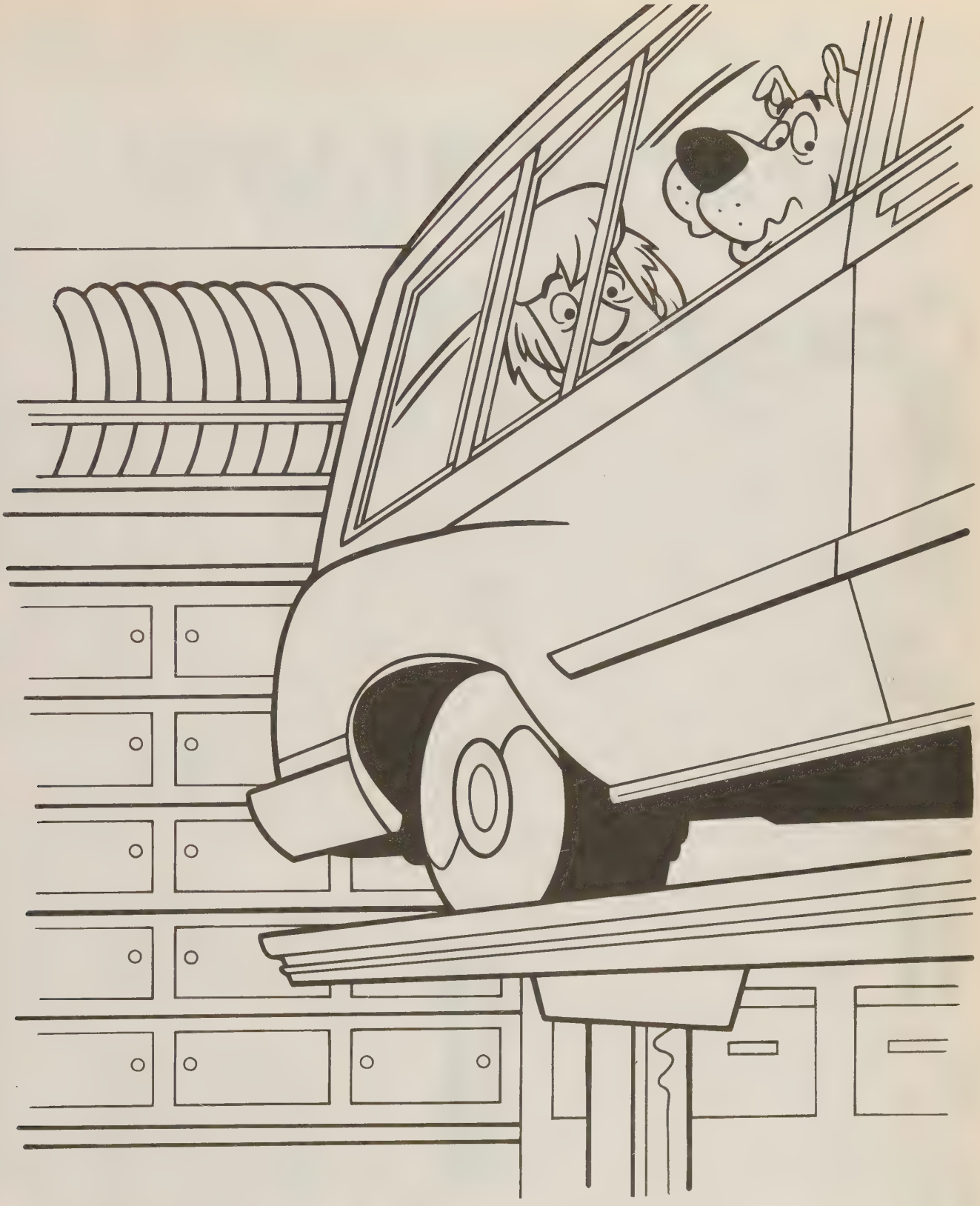
TM & © Hanna-Barbera.

"Hey, look over there??... a stack of toolboxes!"
"Why would Roy Grange lie to us about not having tools?"

TM & © Hanna-Barbera.

"Well, I'll be... I didn't know they were there.
Must be thousands of dollars worth of tools."
"Have other mechanics ever worked for you, Mr. Grange?"

TM & © Hanna-Barbera.



"Like, Scoob, this plan gives me the creeps."
"Ree, roo."

TM & © Hanna-Barbera.

HOW MANY WORDS CAN YOU MAKE OUT OF

DAPHNE BLAKE?

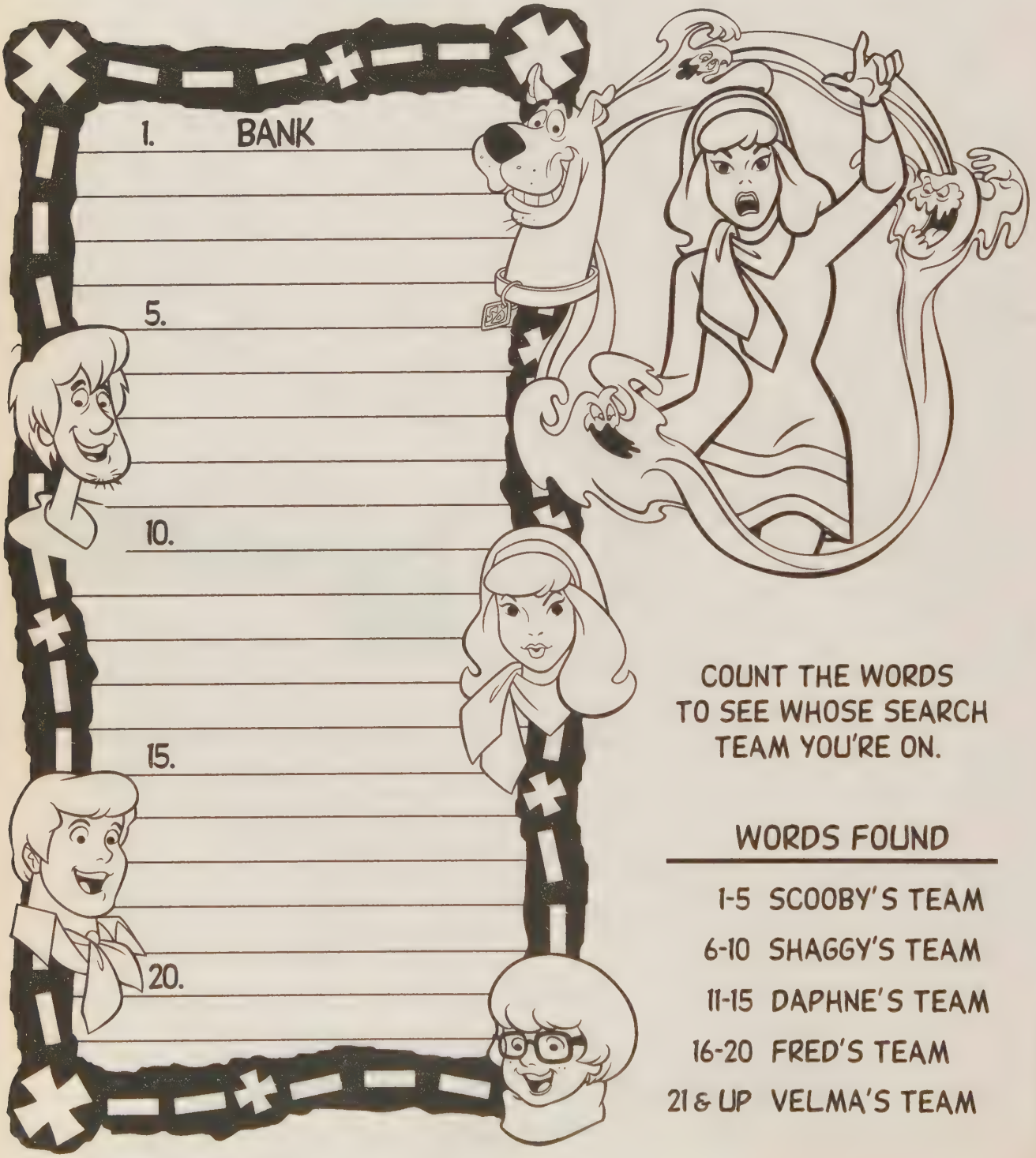
1. BANK

5.

10.

15.

20.



COUNT THE WORDS TO SEE WHOSE SEARCH TEAM YOU'RE ON.

WORDS FOUND

1-5 SCOOBY'S TEAM

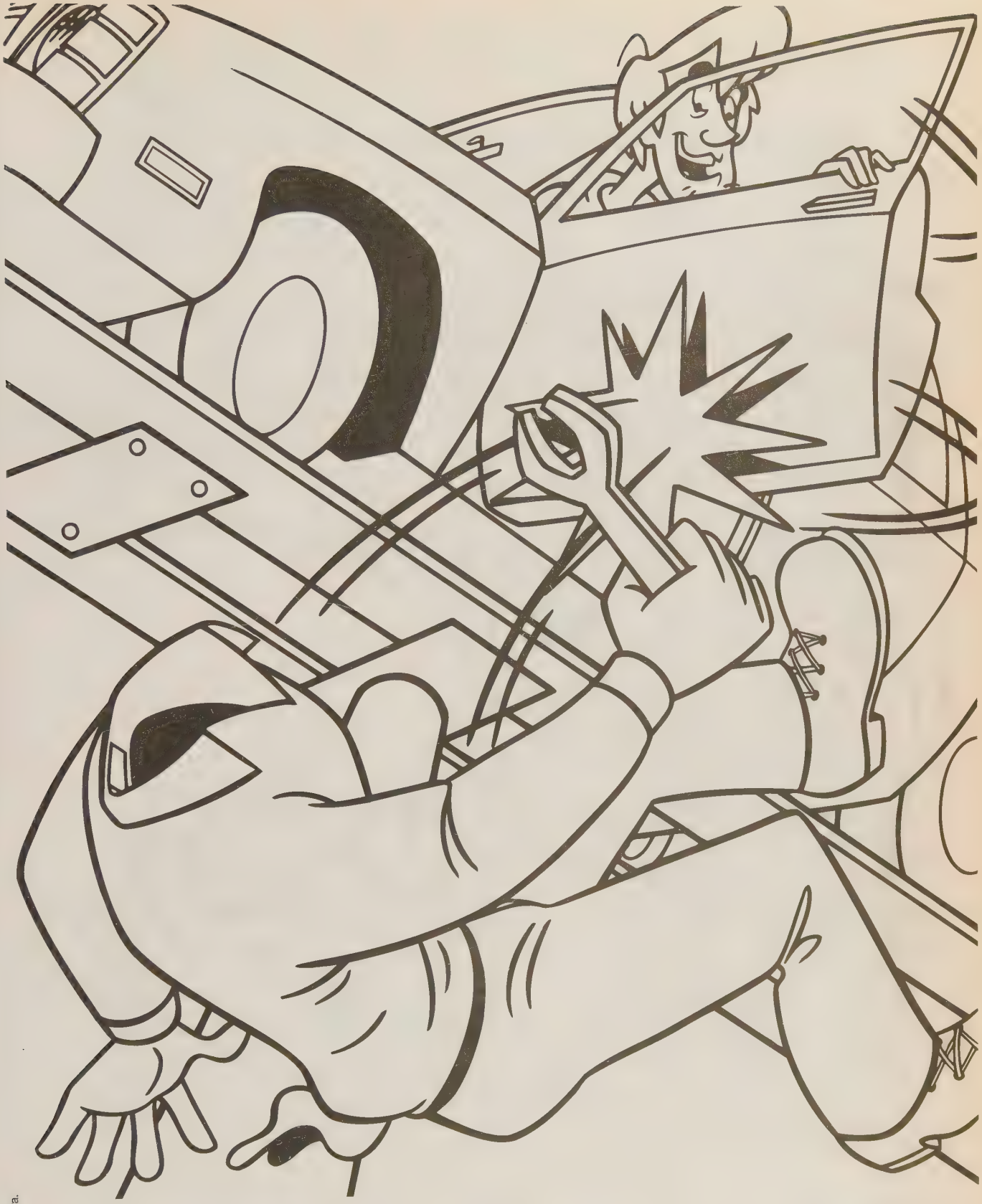
6-10 SHAGGY'S TEAM

11-15 DAPHNE'S TEAM

16-20 FRED'S TEAM

21 & UP VELMA'S TEAM

TM & © Hanna-Barbera.



"Open sesame!"

TM & © Hanna-Barbera.

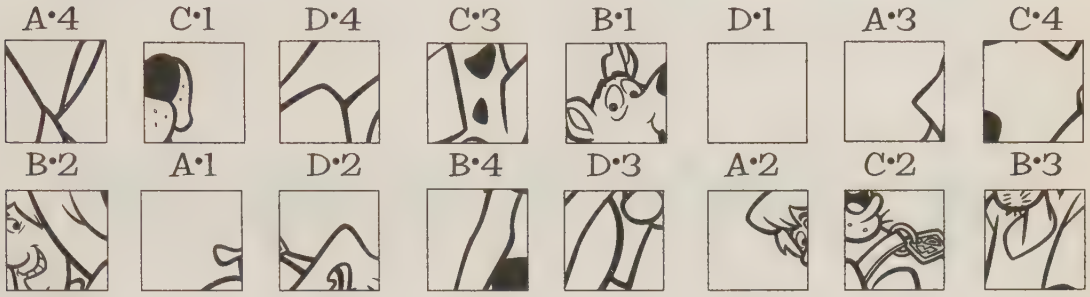
"Why, it's Johnny Crookshank, my old assistant!"
"Looks like the Headless Mechanic act
was missing a few nuts and bolts."

TM & © Hanna-Barbera.

DRAW A CONCLUSION

Who caught the Headless Mechanic?

To identify the character, draw the contents of each box in the grid below. Use the coordinates to locate the correct position of each piece.



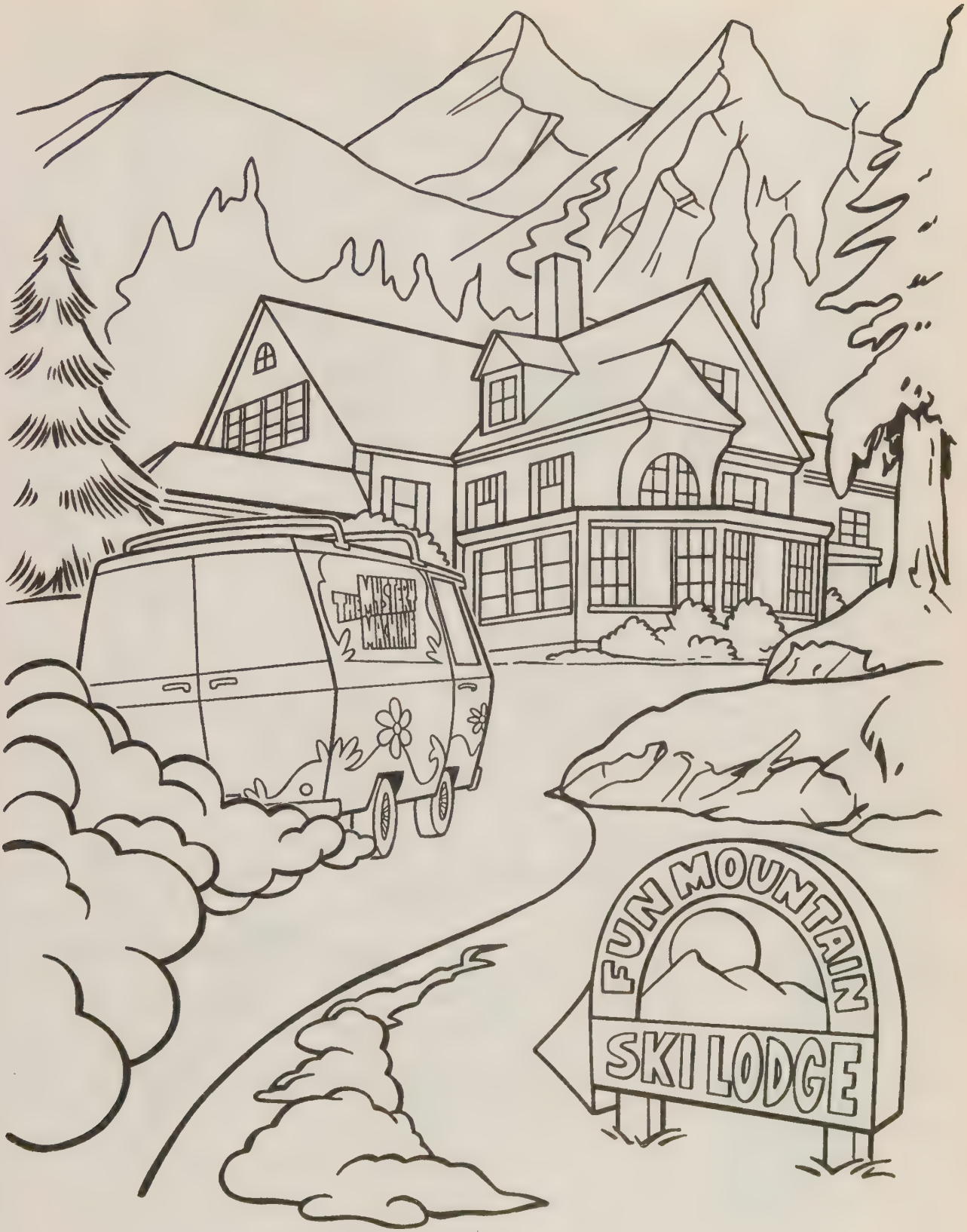
	A	B	C	D	
1					1
2					2
3					3
4					4
	A	B	C	D	

TM & © Hanna-Barbera.

SCOOBY-DOO!™

Ski Slope Adventures

TM & © Hanna-Barbera.



The Fun Mountain Ski Lodge is the only place for miles around with no snow!

TM & © Hanna-Barbera.

"Don't worry, a big snowstorm is on the way," says the owner, Mr. White. "And if you hear any rumors about the Mad Melter, don't believe them!"

TM & © Hanna-Barbera.

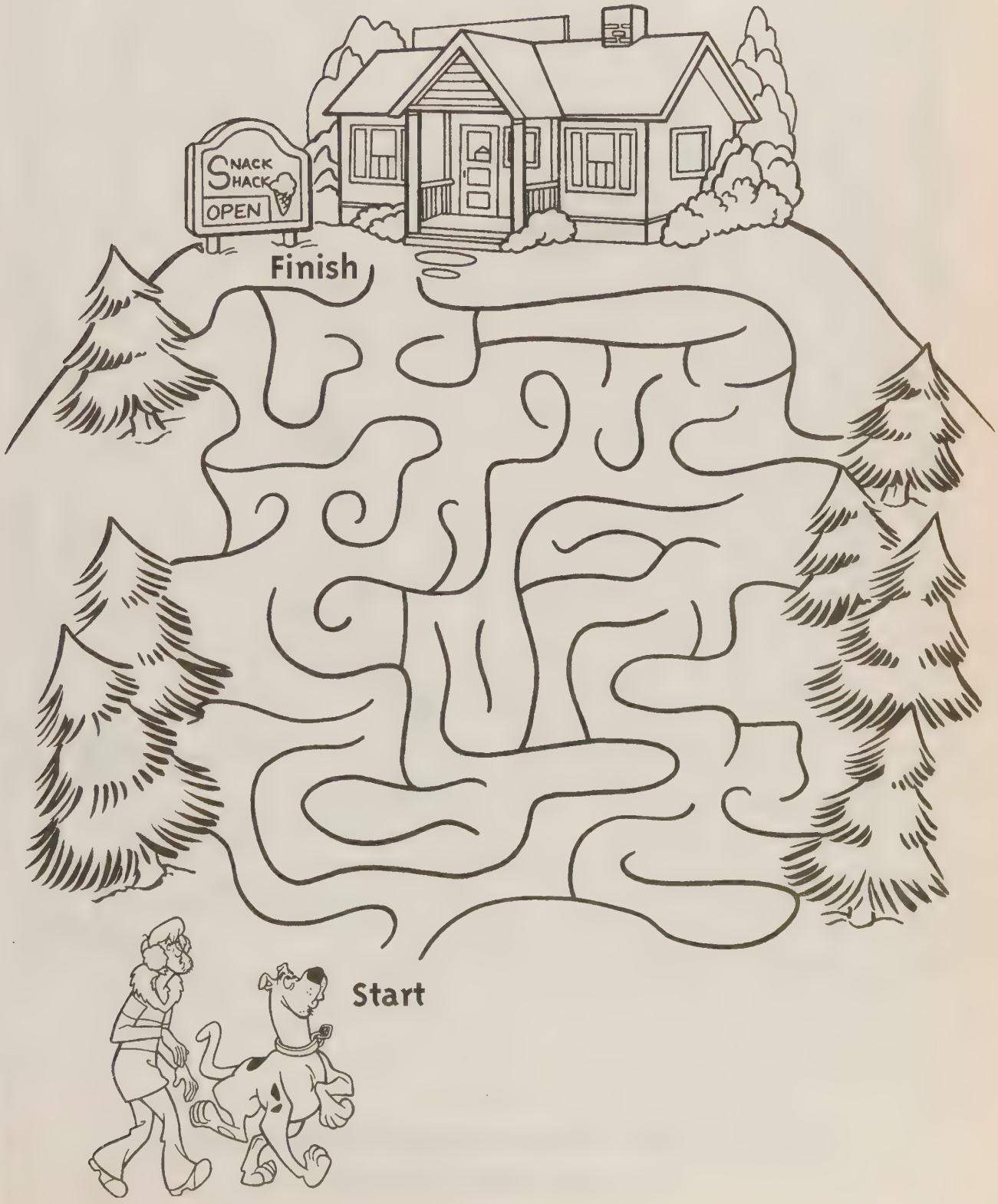
The Mad Melter!

TM & © Hanna-Barbera.

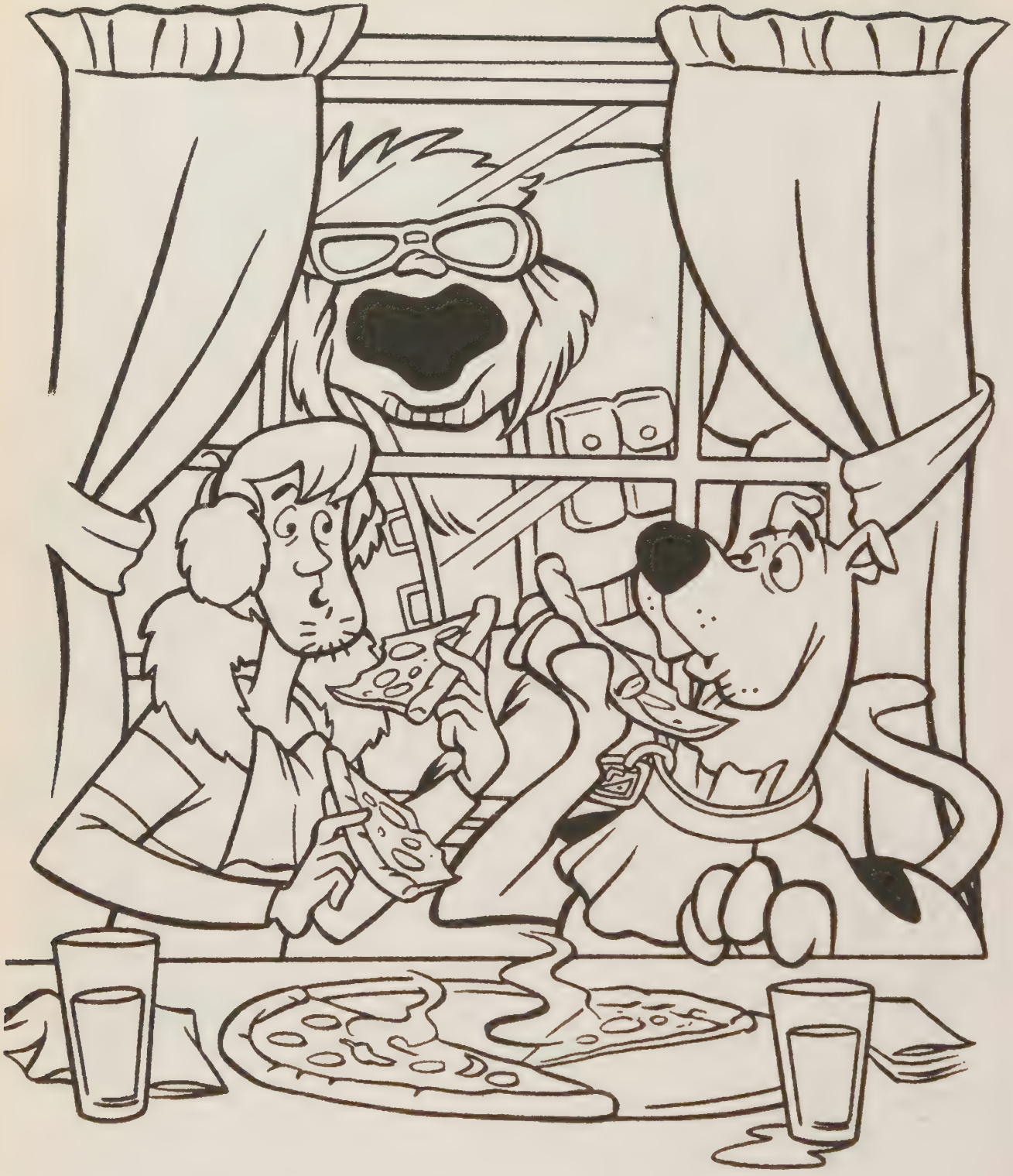
"I saw the Mad Melter with my own eyes!"
whispers the woman at the Ski Rental Shop.
"It can melt snow... and people!"

TM & © Hanna-Barbera.

The rest of the gang head for the slopes while Scooby-Doo and Shaggy head in search of the snack bar. Help them get there!

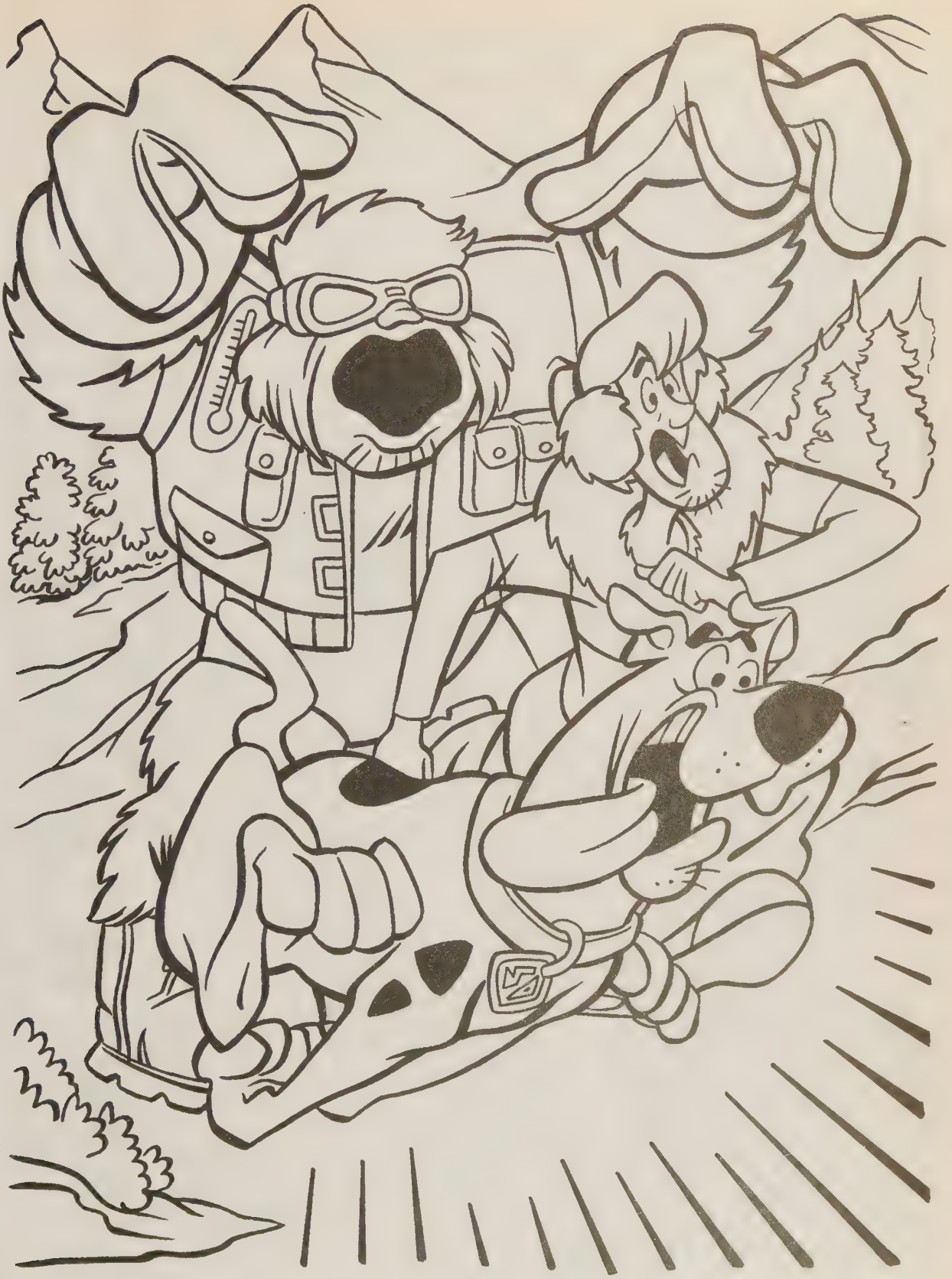


TM & © Hanna-Barbera.



"Is it the spicy peppers or is it getting warm in here?" asks Shaggy.

TM & © Hanna-Barbera.



"Here we go-o-o-o-o again!"
yells Shaggy.

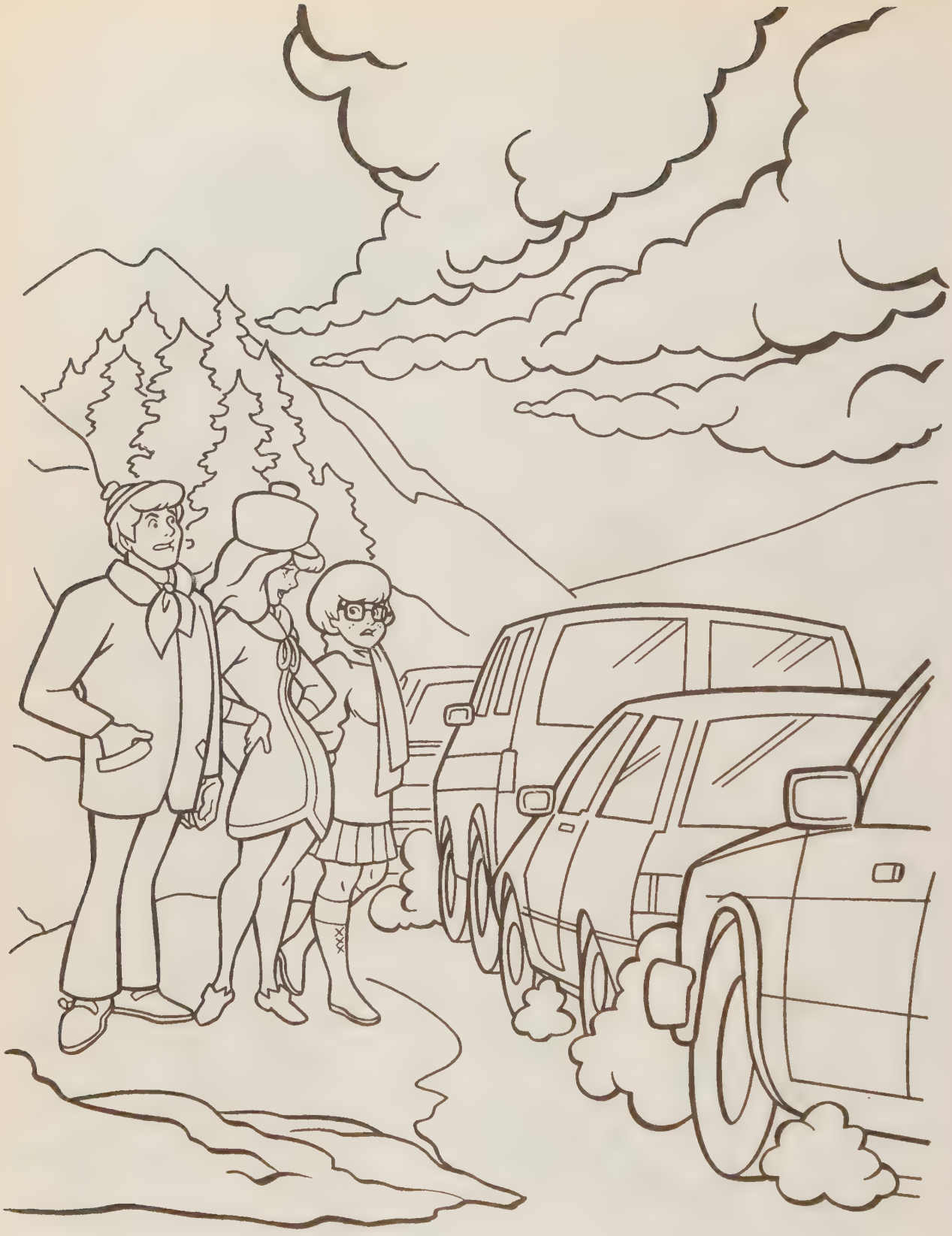
TM & © Hanna-Barbera.

Help Scooby-Doo and Shaggy get out of the forest before the Mad Melter melts them.

TM & © Hanna-Barbera.

After such a close call, Shaggy and Scooby-Doo need a snack. Connect the dots to give them a treat.

TM & © Hanna-Barbera.



"Why are all of Fun Mountain's guests leaving?" wonders Velma.

TM & © Hanna-Barbera.

**"Jinkies!" Velma yells to the gang.
"All the cars are headed to a lodge down the road.
And it has lots of snow!"**

TM & © Hanna-Barbera.

"Someone has used a scarf to jam the snowmaking machine," says Fred.

TM & © Hanna-Barbera.

Jinkies! The scarf in the snowmaking machine has the same design that Velma saw on the sign at the lodge down the road. To learn the lodge's name, change each letter to the one that comes after it in the alphabet. (HINT: Z=A)

A B C D E F G H I J K L M

N O P Q R S T U V W X Y Z

O H M D R S Z Q

____ ____ ____ ____ ____ ____ ____ ____

R J H K N C F D

____ ____ ____ ____ ____ ____ ____ ____

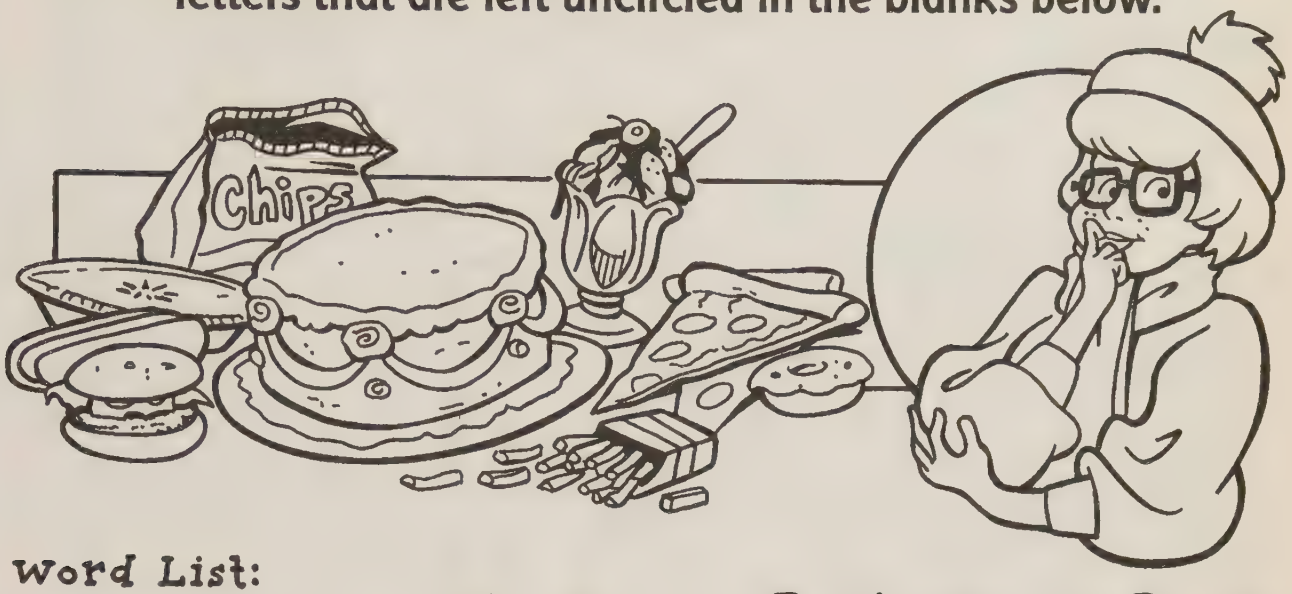
TM & © Hanna-Barbera.

ANSWER: PINE STAR SKI LODGE

Daphne and Velma find a super-powered heater.
"Just what a Mad Melter would need to melt snow!"
exclaims Daphne.

TM & © Hanna-Barbera.

Velma finds some clues near the heater.
To find out what they are, circle all the food words in the puzzle, (HINT: Look up, down, across, and backwards), then write the letters that are left uncircled in the blanks below.



Word List:

CAKE
CHIPS
DONUT
FRIES
HAMBURGER
HOT DOGS
ICE CREAM
KETCHUP
MUSTARD
PICKLES
PIE
PIZZA
RELISH

S	P	I	H	C	P	S	R	P
S	E	C	A	P	I	E	E	U
G	S	E	I	R	F	L	L	H
O	P	C	A	K	E	K	I	C
D	I	R	N	D	U	C	S	T
T	Z	E	T	O	S	I	H	E
O	Z	A	H	N	E	P	L	K
H	A	M	B	U	R	G	E	R
L	D	R	A	T	S	U	M	S

___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___

TM & © Hanna-Barbera.

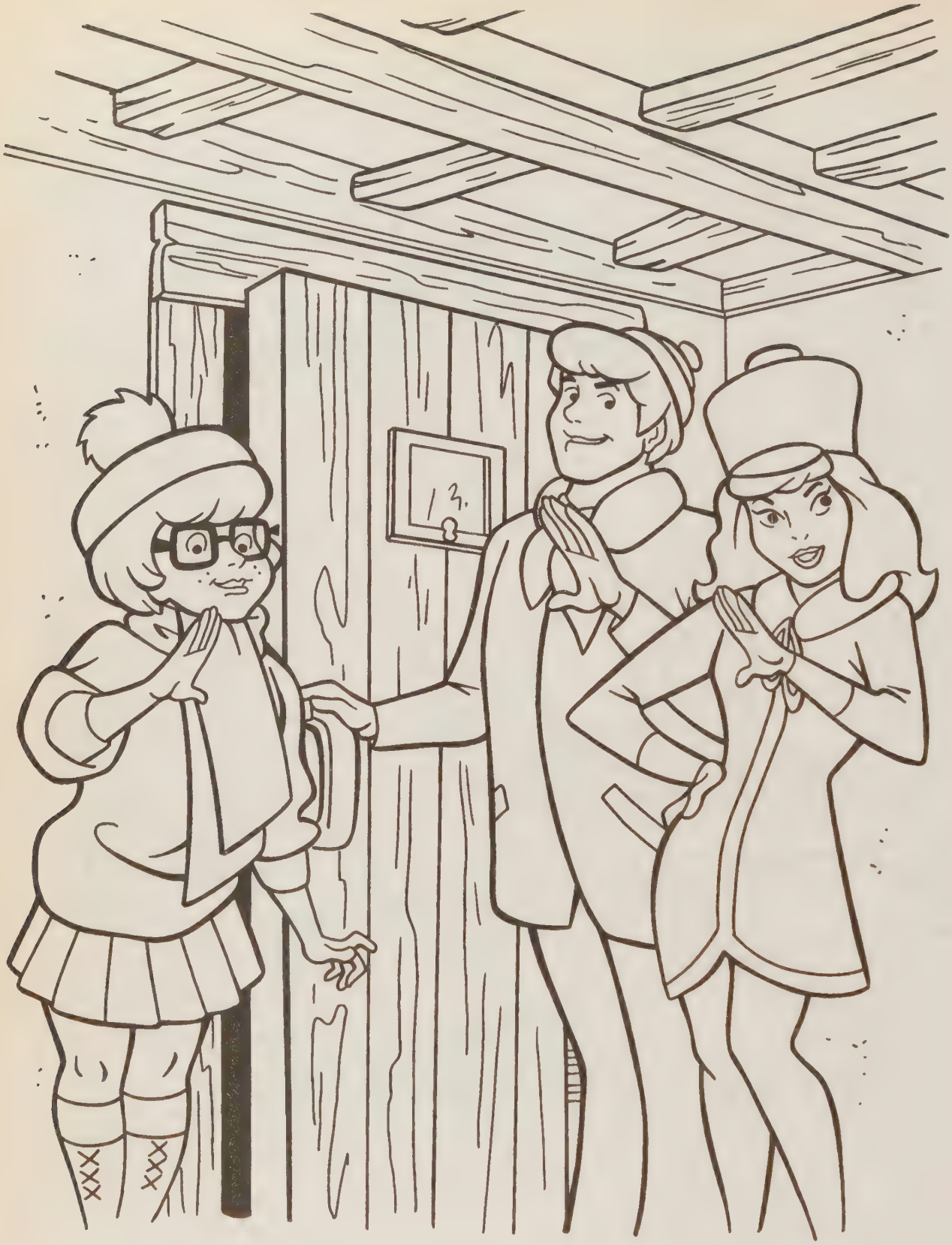
ANSWER: PEANUT SHELLS

The gang follows a trail of peanut shells to the Pine Star Ski Lodge. They go in to ask about renting rooms.

TM & © Hanna-Barbera.

"We've been awfully busy," says Mr. Thawker, the owner. "Help yourself to some of our homemade peanut treats while I check if we have any rooms left."

TM & © Hanna-Barbera.

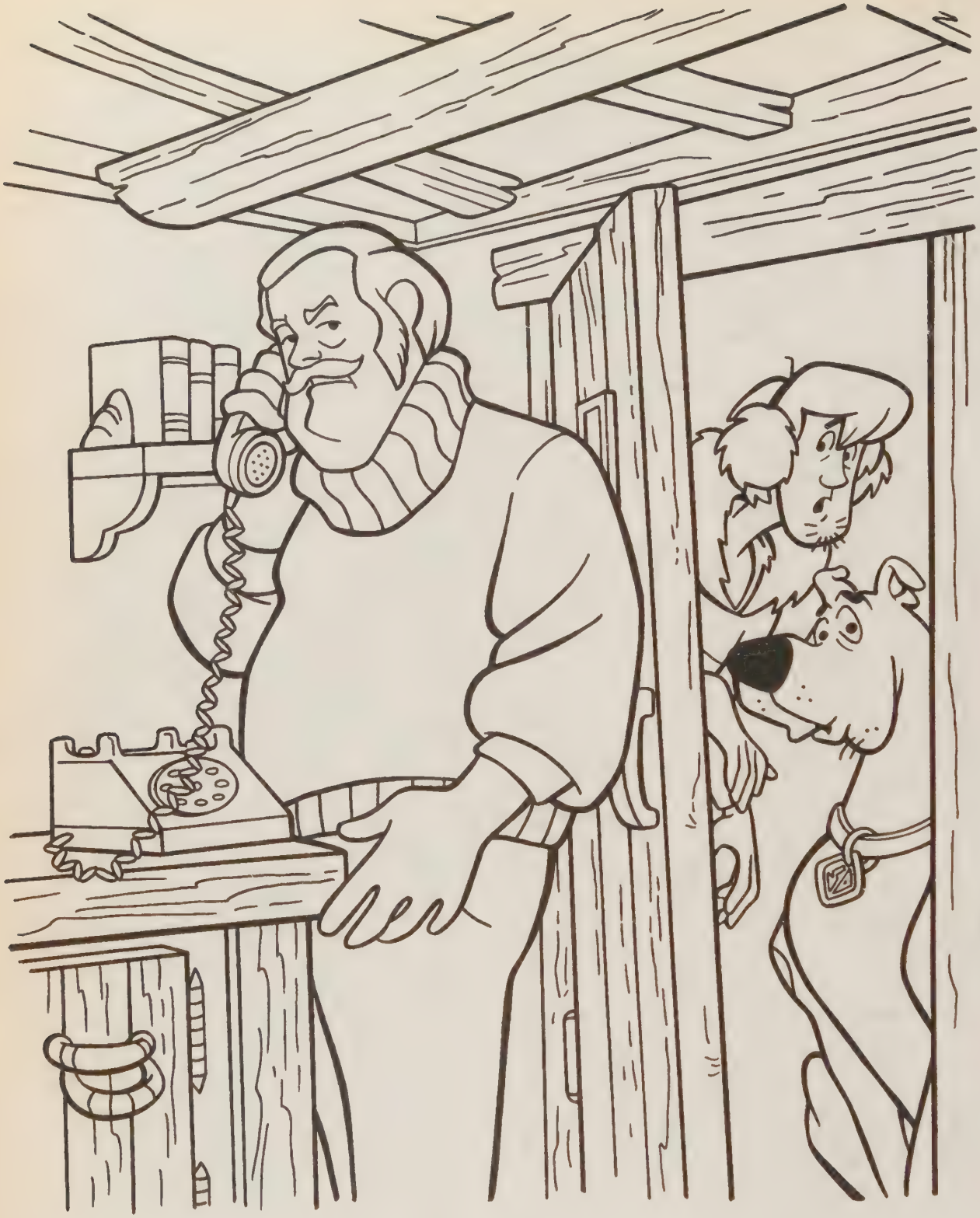


"No, that's OK," says the gang. "We don't like crowds. We'll just go to the lodge up the road."

TM & © Hanna-Barbera.

Fred, Daphne and Velma were sure they would find
the Mad Melter at the Pine Star Ski Lodge.
But the Mad Melter isn't anywhere in sight!

TM & © Hanna-Barbera.



"Sis, a bunch of newcomers are heading your way," says Mr. Thawker. "Close up the Ski Rental Shop and give them a scare so they'll come back here."

TM & © Hanna-Barbera.

"The Mad Melter is coming from Fun Mountain," cries Daphne. "This doesn't make sense. All the clues pointed to Pine Star."

TM & © Hanna-Barbera.

Scooby-Doo and Shaggy give the Mad Melter a frosty farewell.

TM & © Hanna-Barbera.

"Mr. Thawker and his sister Melanie are the owners of the Pine Star Ski Lodge," explains Velma. "They wanted all the business."

TM & © Hanna-Barbera.

"Melanie got a job at Fun Mountain and dressed up as the Mad Melter," continues Velma. "She used a big heater and jammed the snowmaking machines so people couldn't ski."

TM & © Hanna-Barbera.

Like, wow! The best clues are snack clues!
Another mystery solved!

TM & © Hanna-Barbera.

SCOOBY-DOO!™

Putt-Putt

TM & © Hanna-Barbera.

"Hey, like, this mini-golf course doesn't have many visitors."
"That's because it's haunted — it's built on top of an old cemetery."

TM & © Hanna-Barbera.

"Like, man, that bump wasn't there before."
"Hey, the hole just moved!"

TM & © Hanna-Barbera.

SECRET CODE

CODE
26=A
25=B
24=C
23=D
22=E
21=F
20=G
19=H
18=I
17=J
16=K
15=L
14=M
13=N
12=O
11=P
10=Q
9=R
8=S
7=T
6=U
5=V
4=W
3=X
2=Y
1=Z

Use the code to decipher the clue.

"__ __ __ __ __ __ - __ __ __,

8 24 12 12 25 2 23 12 12

__ __ __ __ __ __ __ __

4 19 22 9 22 26 9 22

__ __ __?"

2 12 6

TM & © Hanna-Barbera.

ANSWER: "SCOOBY-DOO, WHERE ARE YOU?"

"Okay, Scoob, your turn to putt."
"YI-I-IKES!"

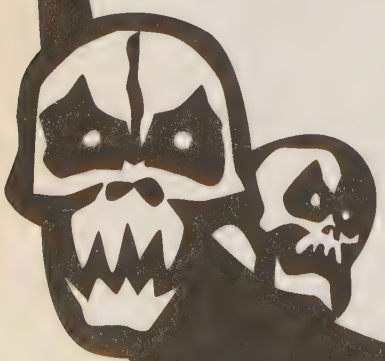
TM & © Hanna-Barbera.

"Look at this sign over here:
FOR SALE — 30 ACRES — WATSON REALTY."
"There's another one over there."

TM & © Hanna-Barbera.

HAUNTED PUTT-PUTT

Draw your own haunted mini-golf course.



TM & © Hanna-Barbera.

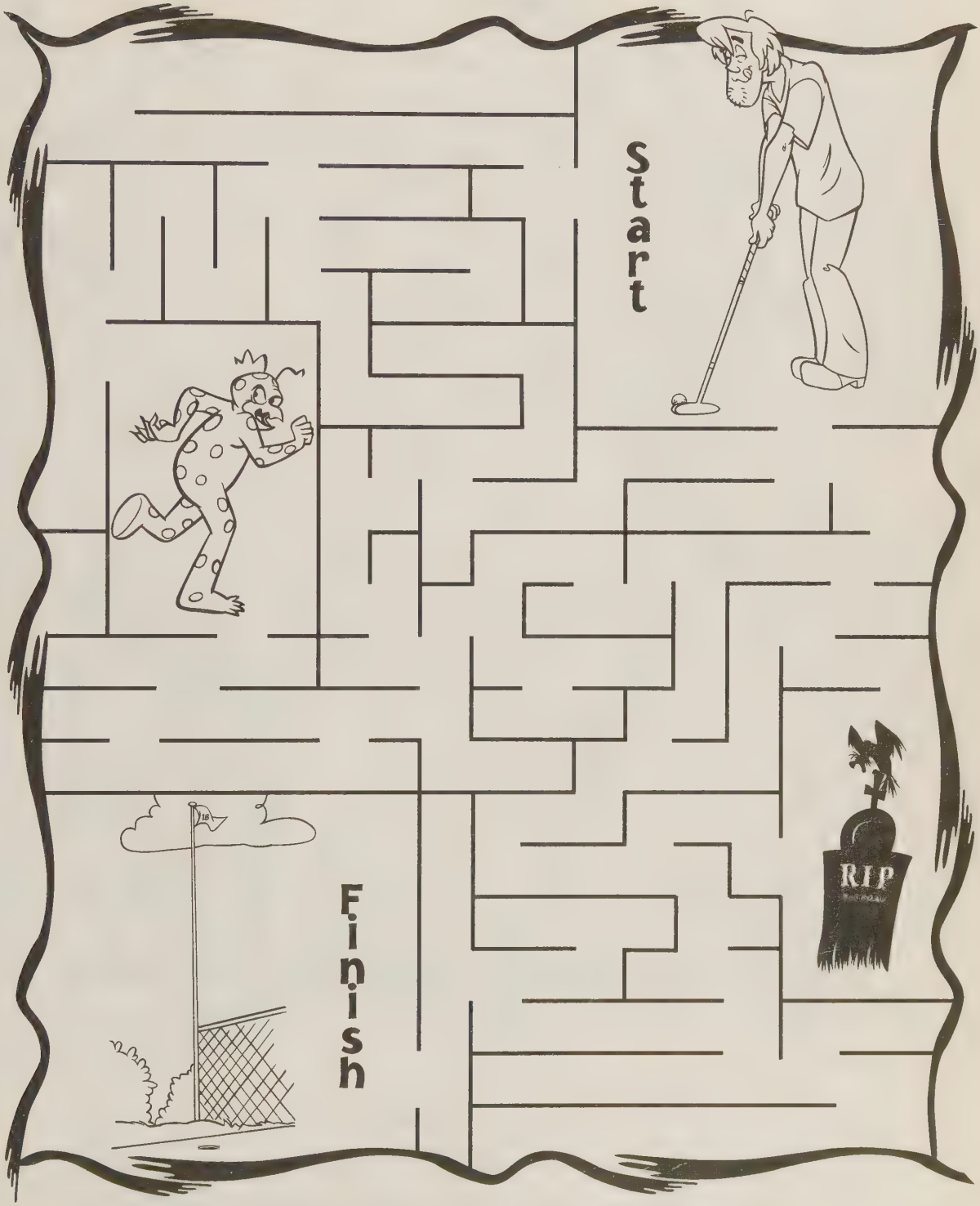
"Zoinks!
Look what Scooby found inside the pirate's chest!"

TM & © Hanna-Barbera.

"Jack Watson wants to buy my mini-golf course so he can develop all the land around us into storage garages. So he kidnapped me and drove the value down by scaring my customers away."

TM & © Hanna-Barbera.

Help Shaggy putt his way to the 18th hole!



TM & © Hanna-Barbera.

"Look, there he goes now!"
"FORE!"

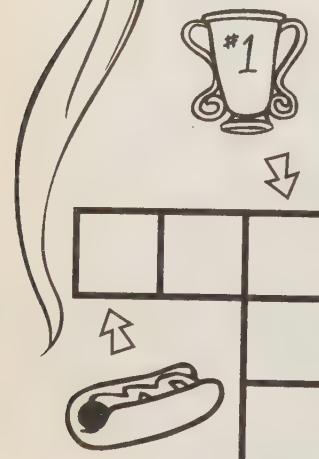
TM & © Hanna-Barbera.

"Like, that's what I call a chip off the old block!"
"Great shot, sonny. Here's a trophy and a voucher for one year of free putt-putt golf."

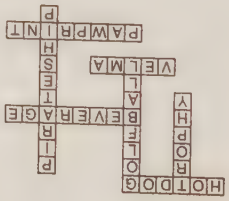
TM & © Hanna-Barbera.

GHOULISH CROSSWORD

Fill in the words that correspond to the pictures.



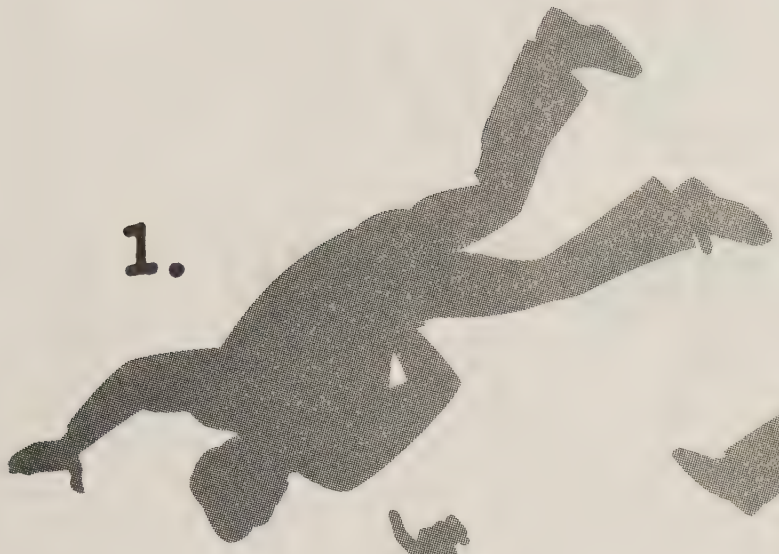
ANSWER:

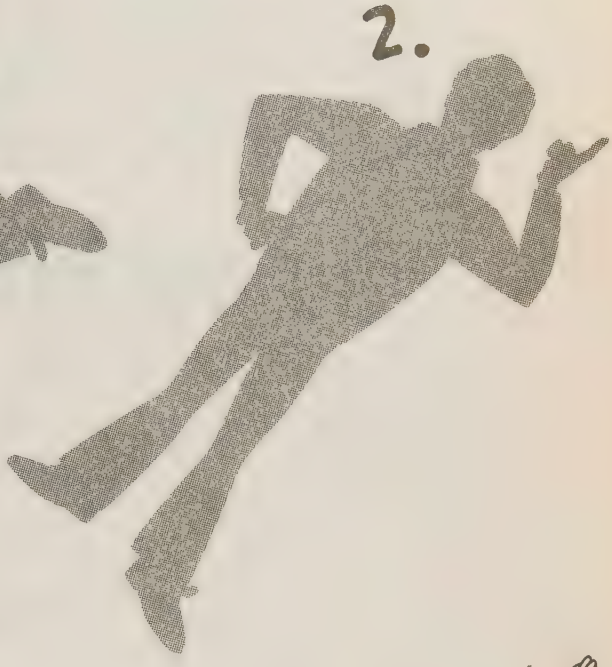


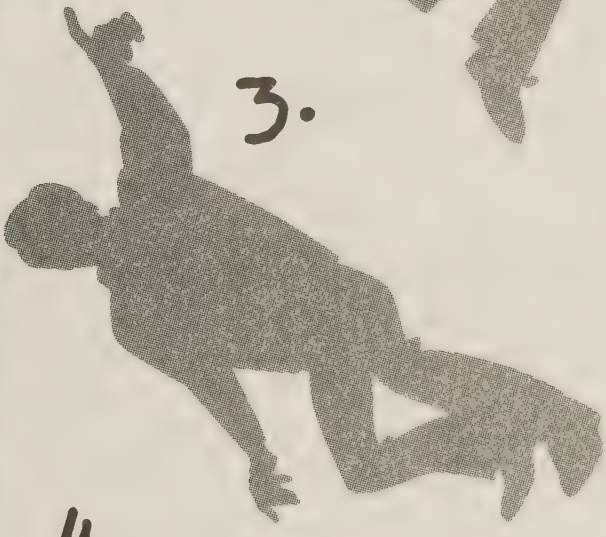
TM & © Hanna-Barbera.

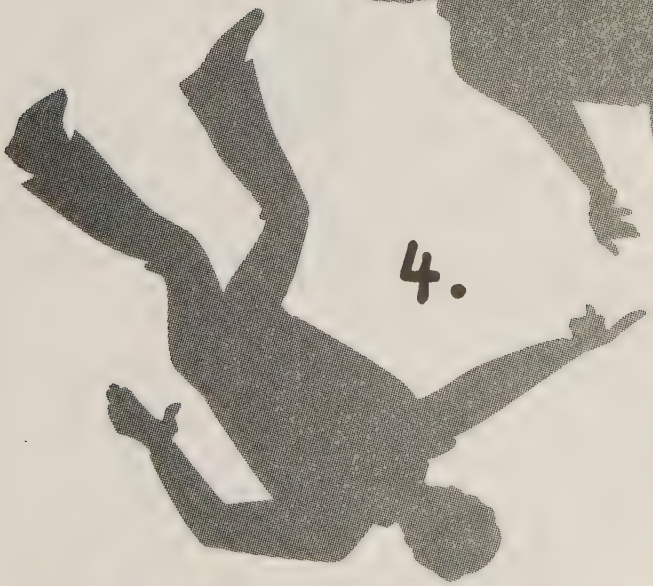
WHO'S SCARED?

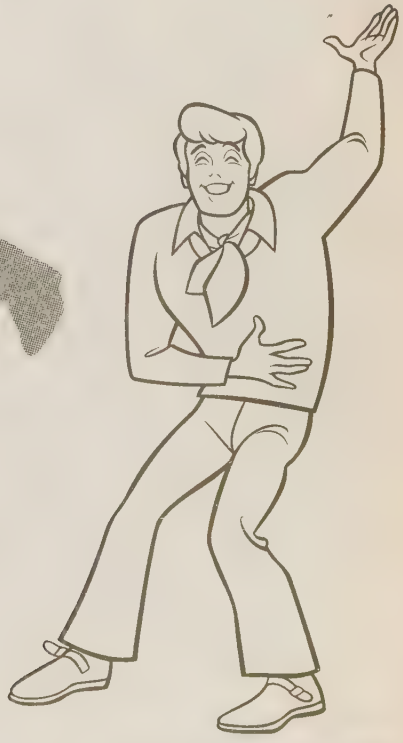
Match Fred to his correct shadow.









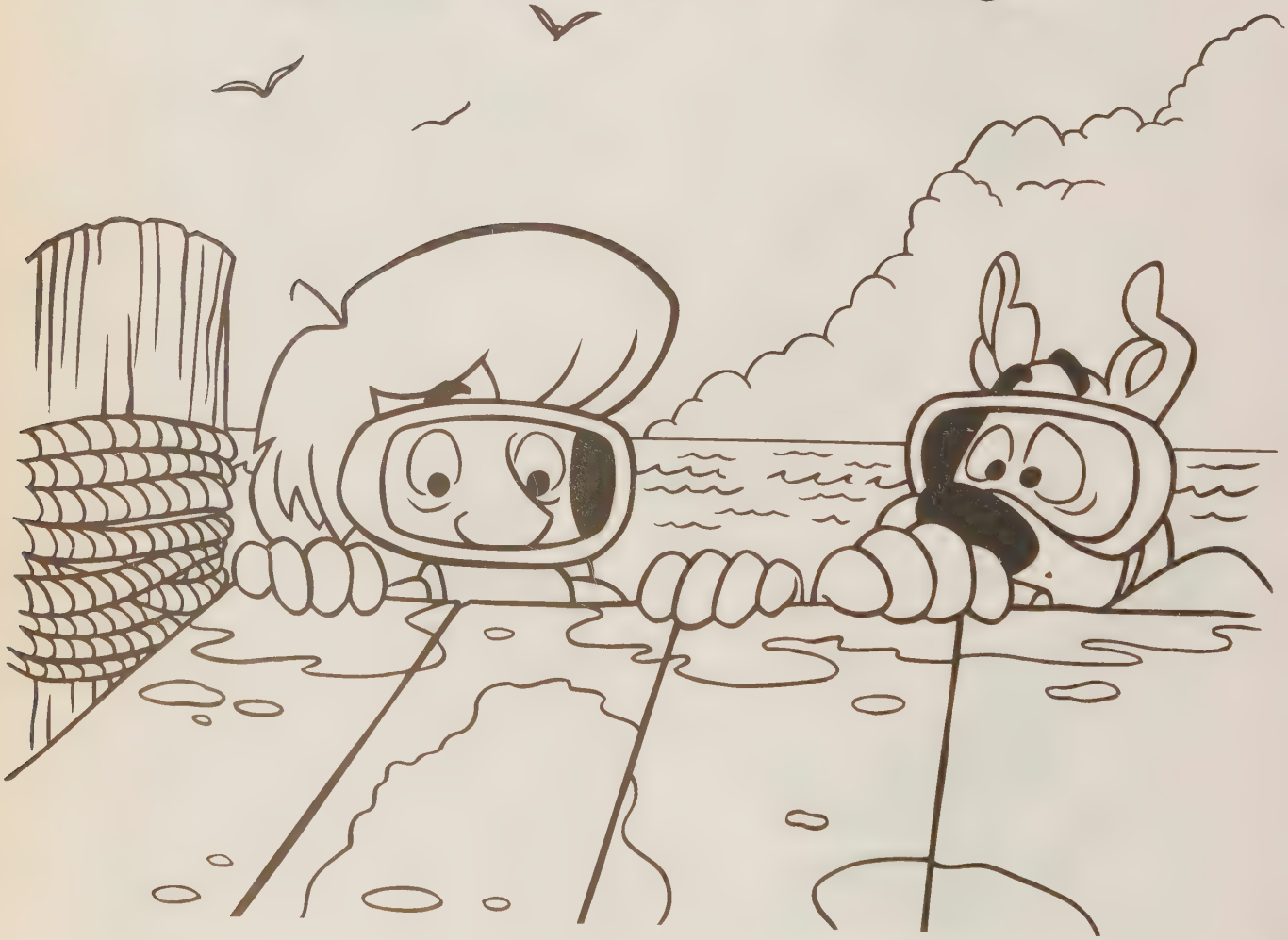


TM & © Hanna-Barbera.

ANSWER: 1

SCOOBY-DOO!™

Something's Fishy



TM & © Hanna-Barbera.

"What a great guy Dennis Greeley is to lend us his dad's yacht."
"Hey, where's the boat?"

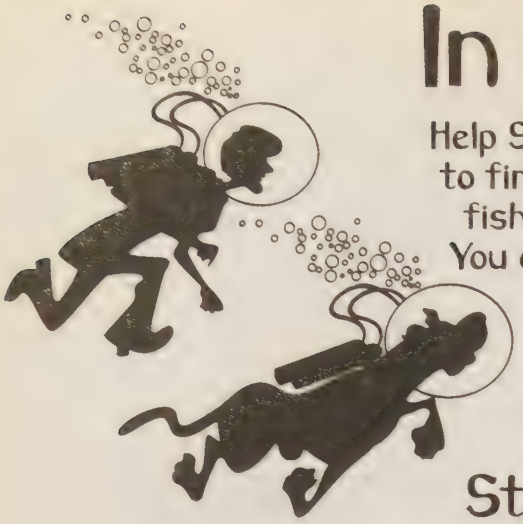
TM & © Hanna-Barbera.

"Someone they call 'Hammerhead' has been knocking holes in ships, sinking them for kicks. Billy says he's seen 'im, too!"
"Sounds like a mystery we need to solve."

"You and Scoob get in the water.
We'll search for clues on the mainland."

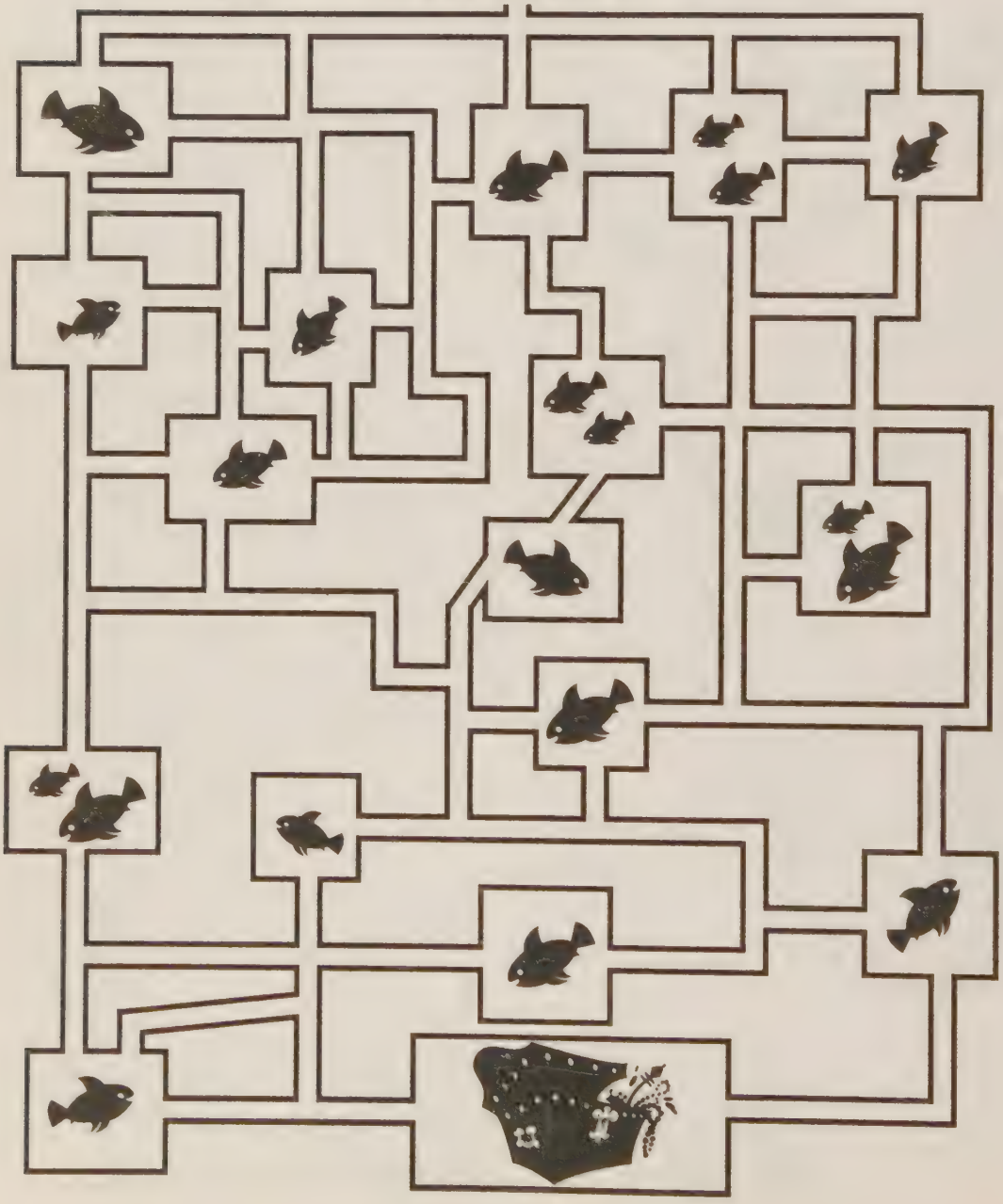
TM & © Hanna-Barbera.

In Search Of...



Help Scooby and Shaggy follow the fish to find the treasure. You must find 12 fish before you can open the chest! You cannot use the same path twice!

Start Here



TM & © Hanna-Barbera.

"Flippers, don't fail me now."

TM & © Hanna Barbera.

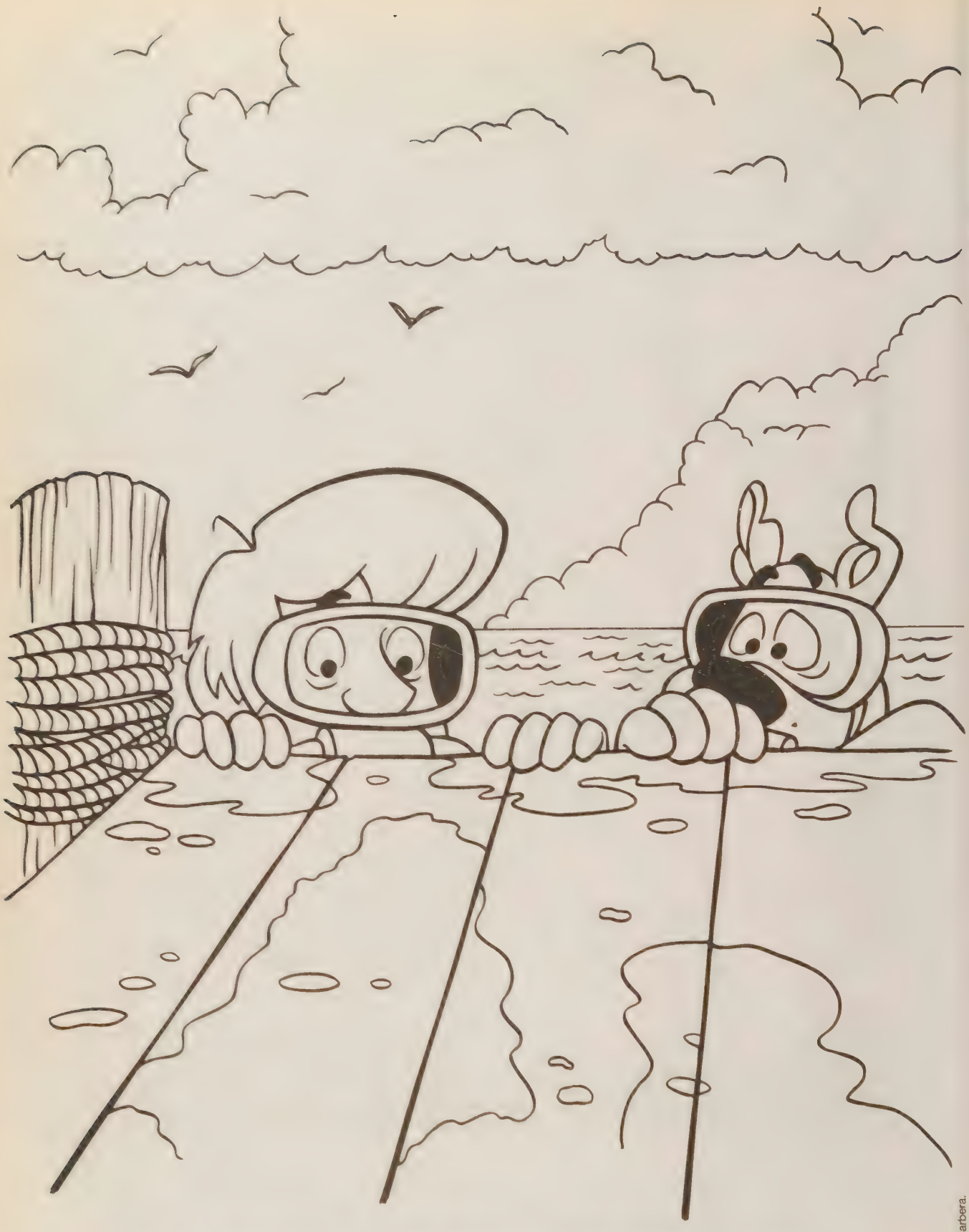
SCUBA SCOOBY-DOO

Create a scary underwater scene.

TM & © Hanna-Barbera.

"Hmmm... the hole in this boat looks like it was made with a big screwdriver."

TM & © Hanna-Barbera.



"Hey, Scoob, this is where Hammerhead got out —
let's follow the flipper prints."

TM & © Hanna-Barbera.

SECRET CODE

Use the code to decipher the clue.

CODE
26=A
25=B
24=C
23=D
22=E
21=F
20=G
19=H
18=I
17=J
16=K
15=L
14=M
13=N
12=O
11=P
10=Q
9=R
8=S
7=T
6=U
5=V
4=W
3=X
2=Y
1=Z

7 19 22 19 12 15 22 18 13

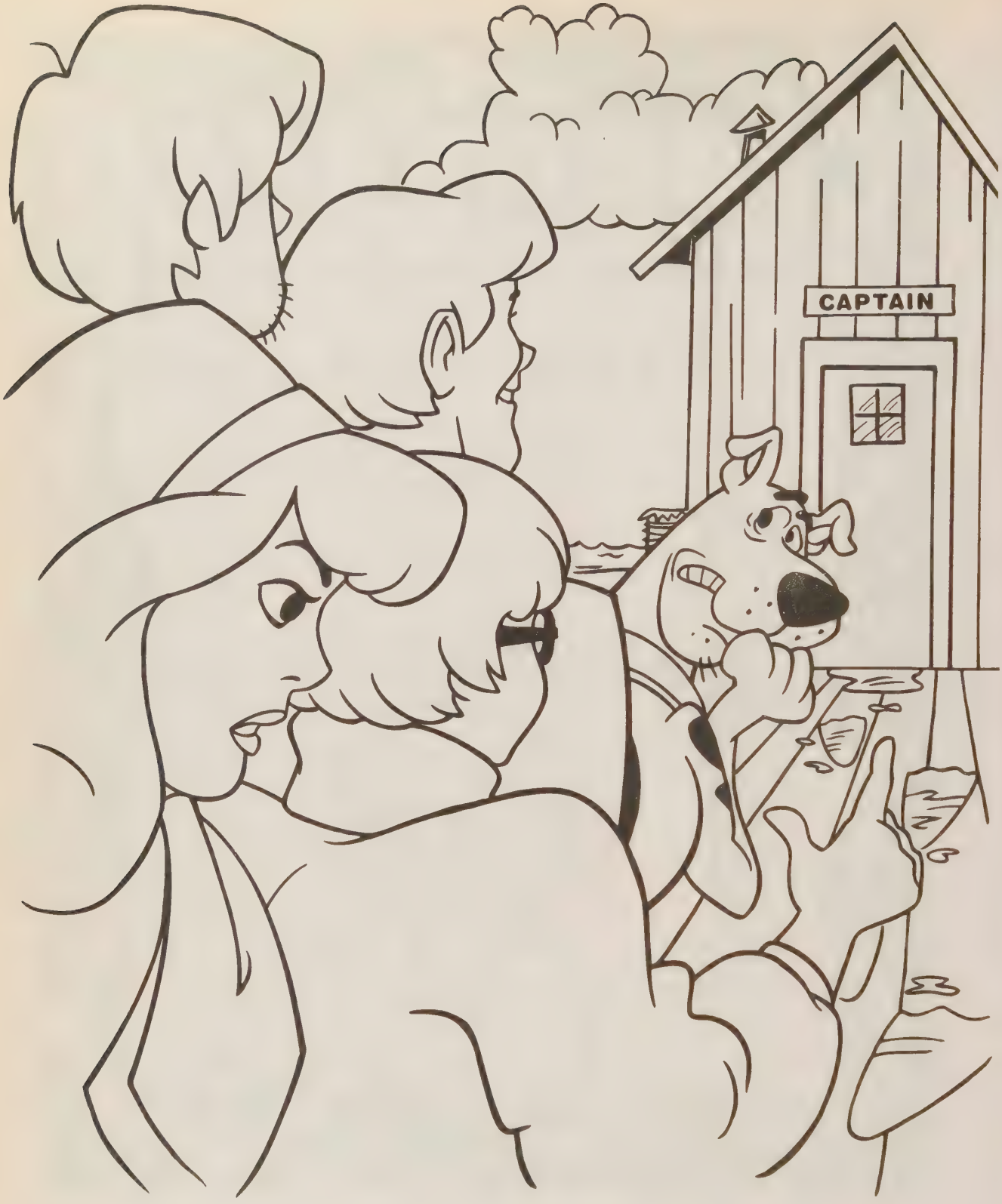
7 19 22 25 12 26 7 4 26 8

14 26 23 22 4 18 7 19 26

8 24 9 22 4 23 9 18 5 22 9.

ANSWER: THE HOLE IN THE BOAT WAS MADE WITH A SCREWDRIVER.

TM & © Hanna-Barbera.



"We found a screwdriver near the Captain's quarters."
"Yeah, well look where Hammerhead's flipper prints lead to!"

TM & © Hanna-Barbera.

UNSCRAMBLE

Who has been knocking holes in the ships?
Unscramble the letters to solve the mystery.
The letters in the box will reveal the answer.

1. CHYTA _ _ _ _ _

2. APCNAIT _ _ _ _ _ _ _

3. RAMNIA _ _ _ _ _ _

4. SMKA _ _ _ _

5. EWTRA _ _ _ _ _

6. RFDE _ _ _ _

7. NHYSTA _ _ _ _ _ _

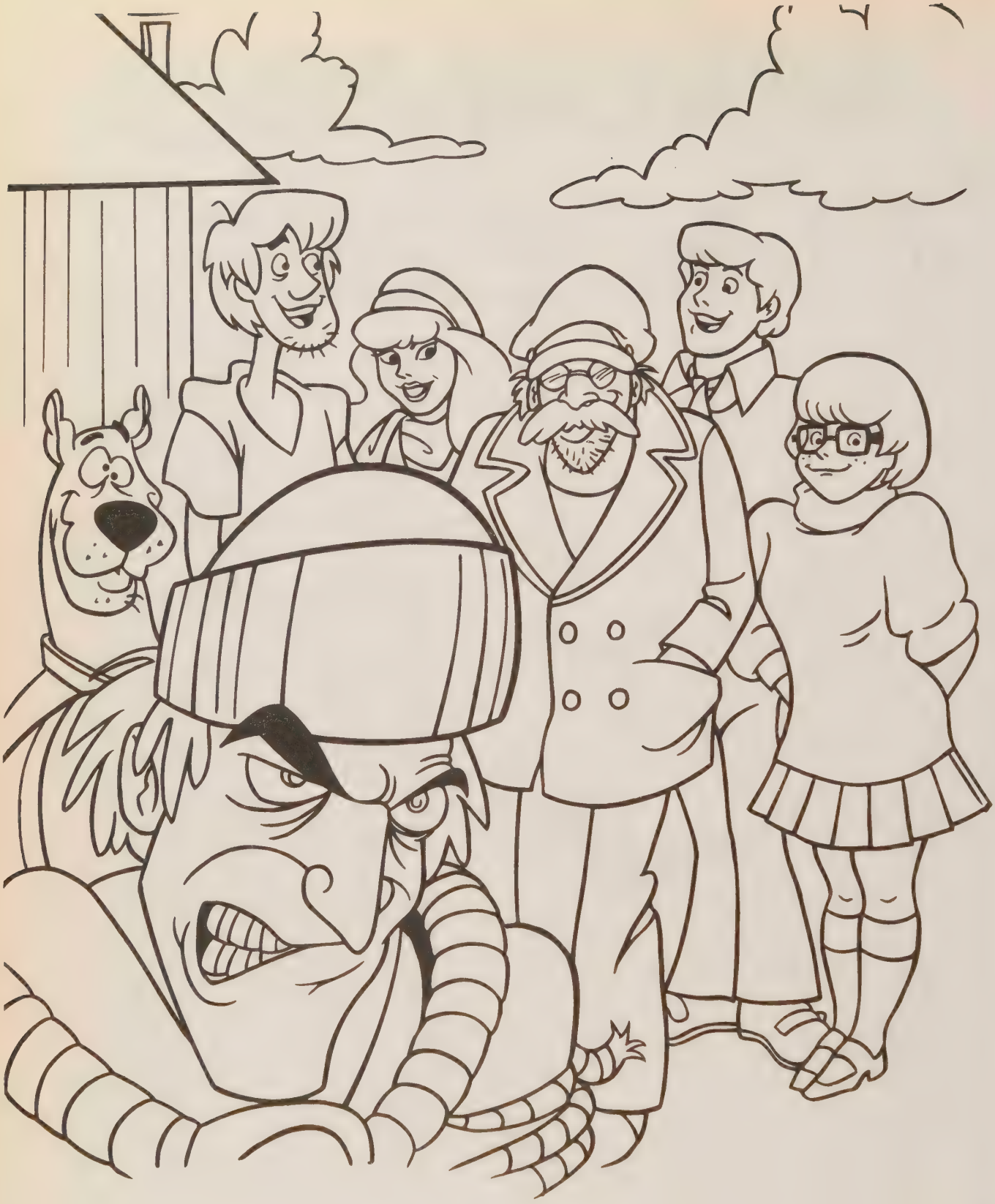
8. PPSLIFER _ _ _ _ _ _ _ _

9. BCASU _ _ _ _ _

10. DKIS _ _ _ _

TM & © Hanna-Barbera.

ANSWERS: 1. YACHT 2. CAPTAIN 3. MARINA 4. MASK 5. WATER 6. FRED 7. SHANTY
8. FLIPPERS 9. SCUBA 10. KIDS

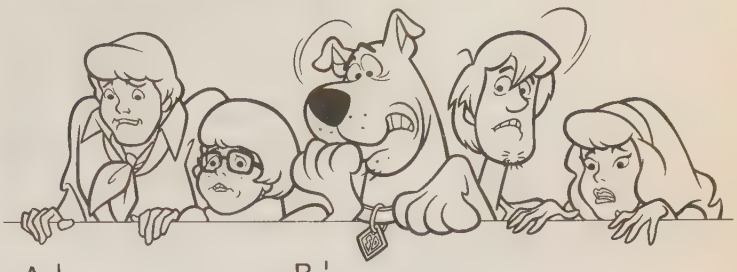


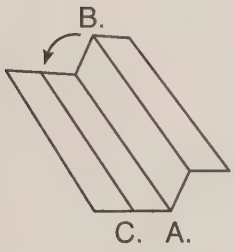
"The first mate!"
"I coulda drove da Cap'n outta business
and had dis dock for my own — if not for you nosy kids!"

TM & © Hanna-Barbera.

SUPER SLEUTH

What did the gang discover?
Fold the page forward at line A
and back at line B so the edge meets line C.
You've uncovered something scary!





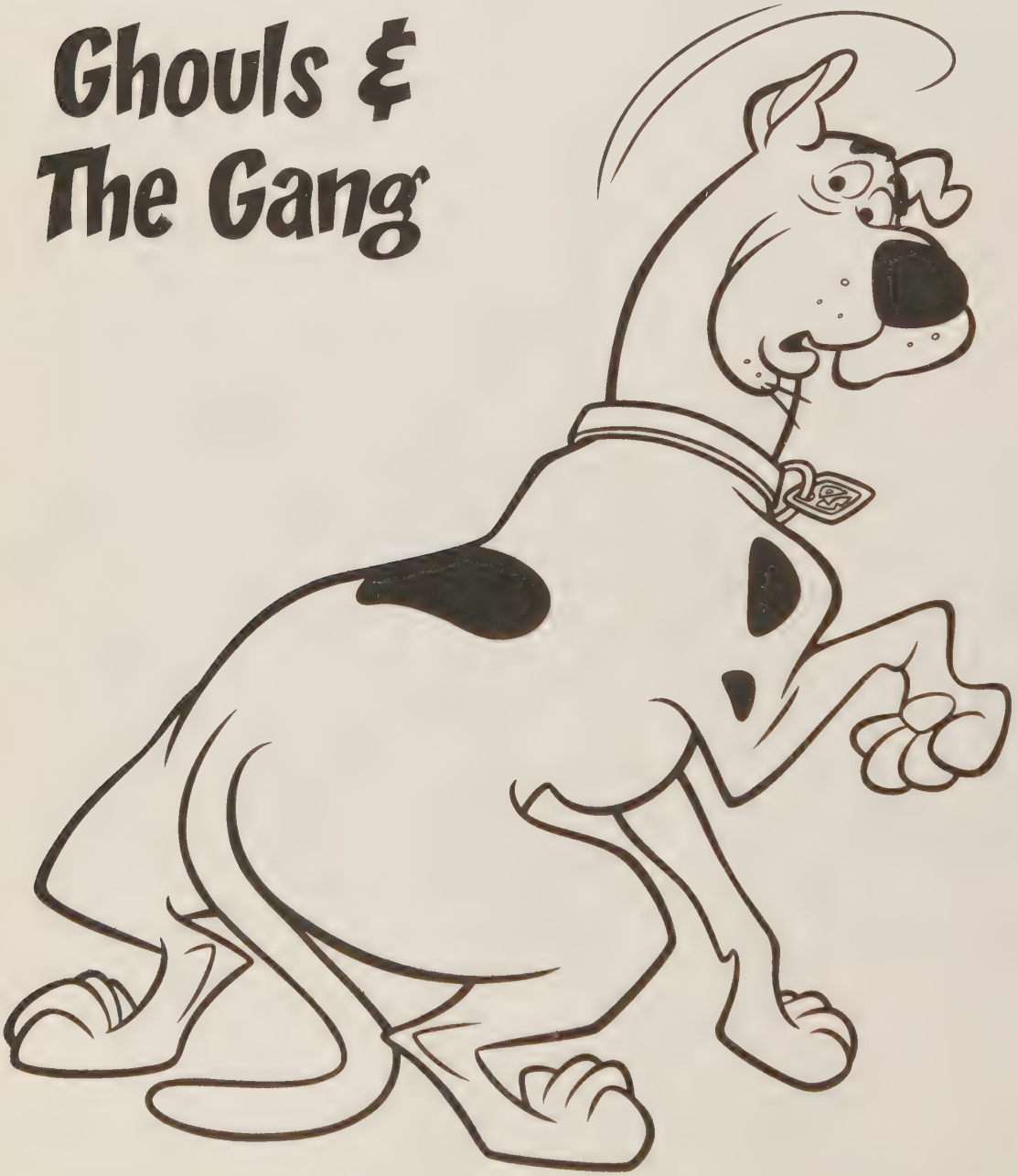
C. A. B.

C. A. B.

TM & © Hanna-Barbera.

SCOOBY-DOO!™

Ghouls & The Gang



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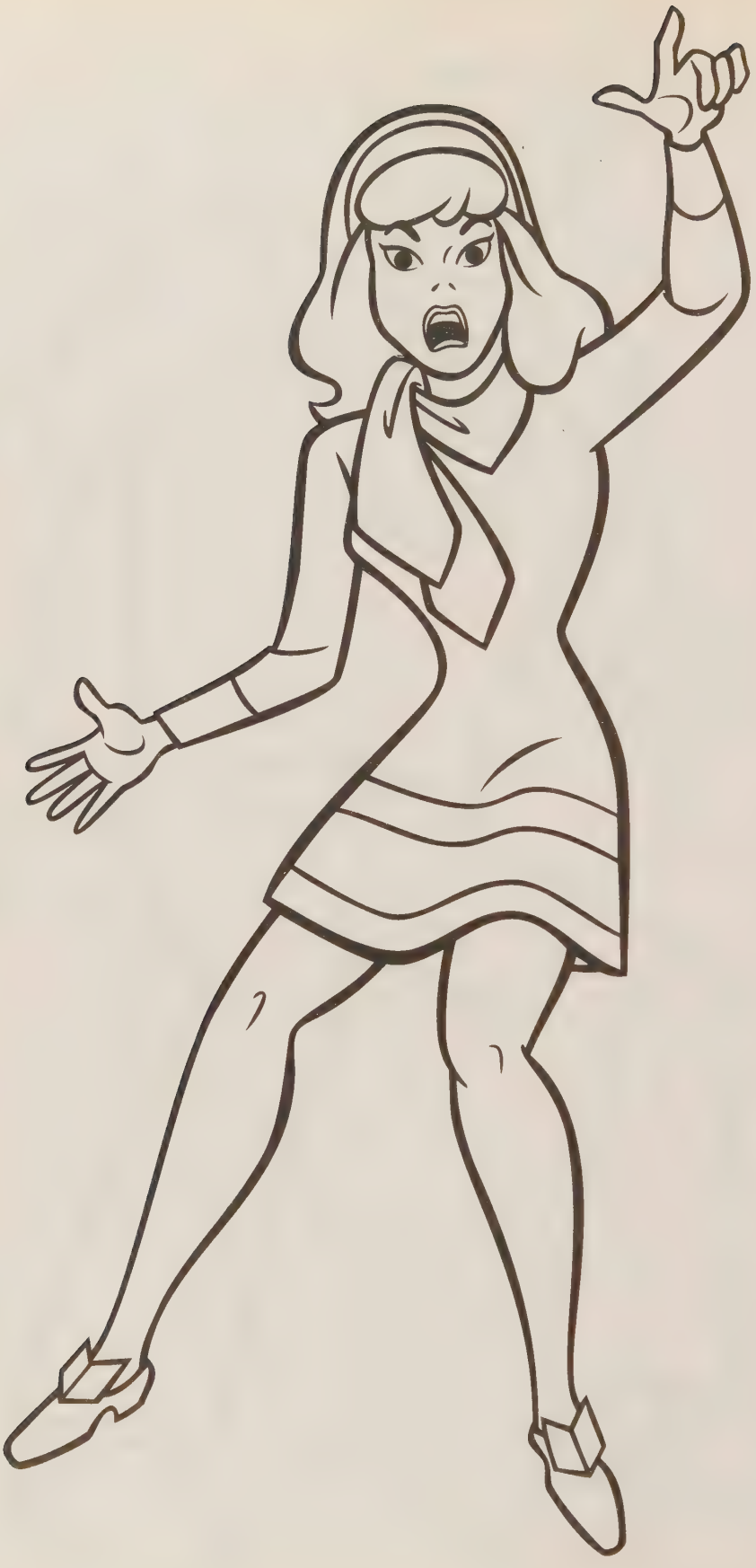

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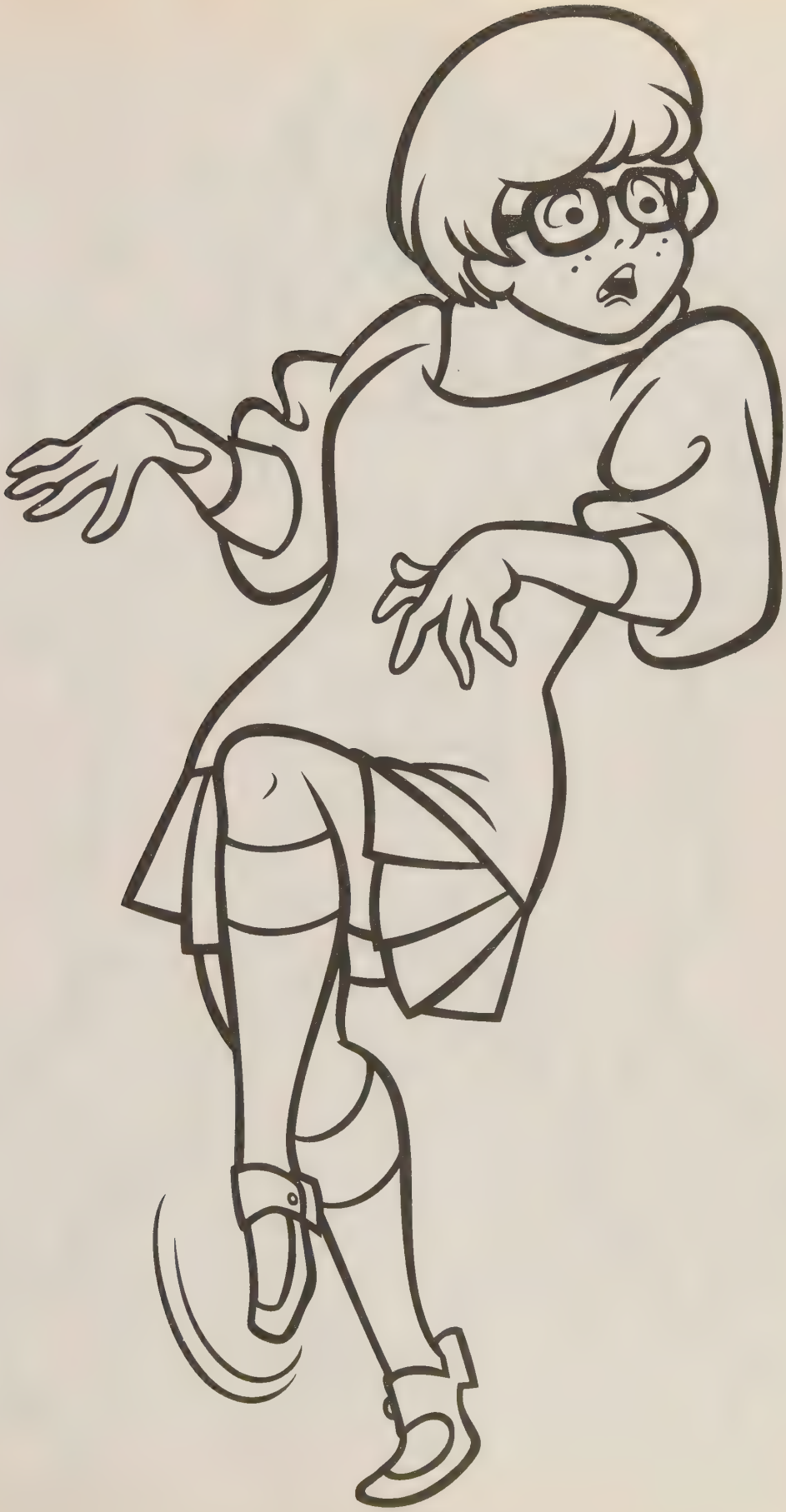
TM & © Hanna-Barbera.

TM & © Hanna-Barbera.



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TM & © Hanna-Barbera.

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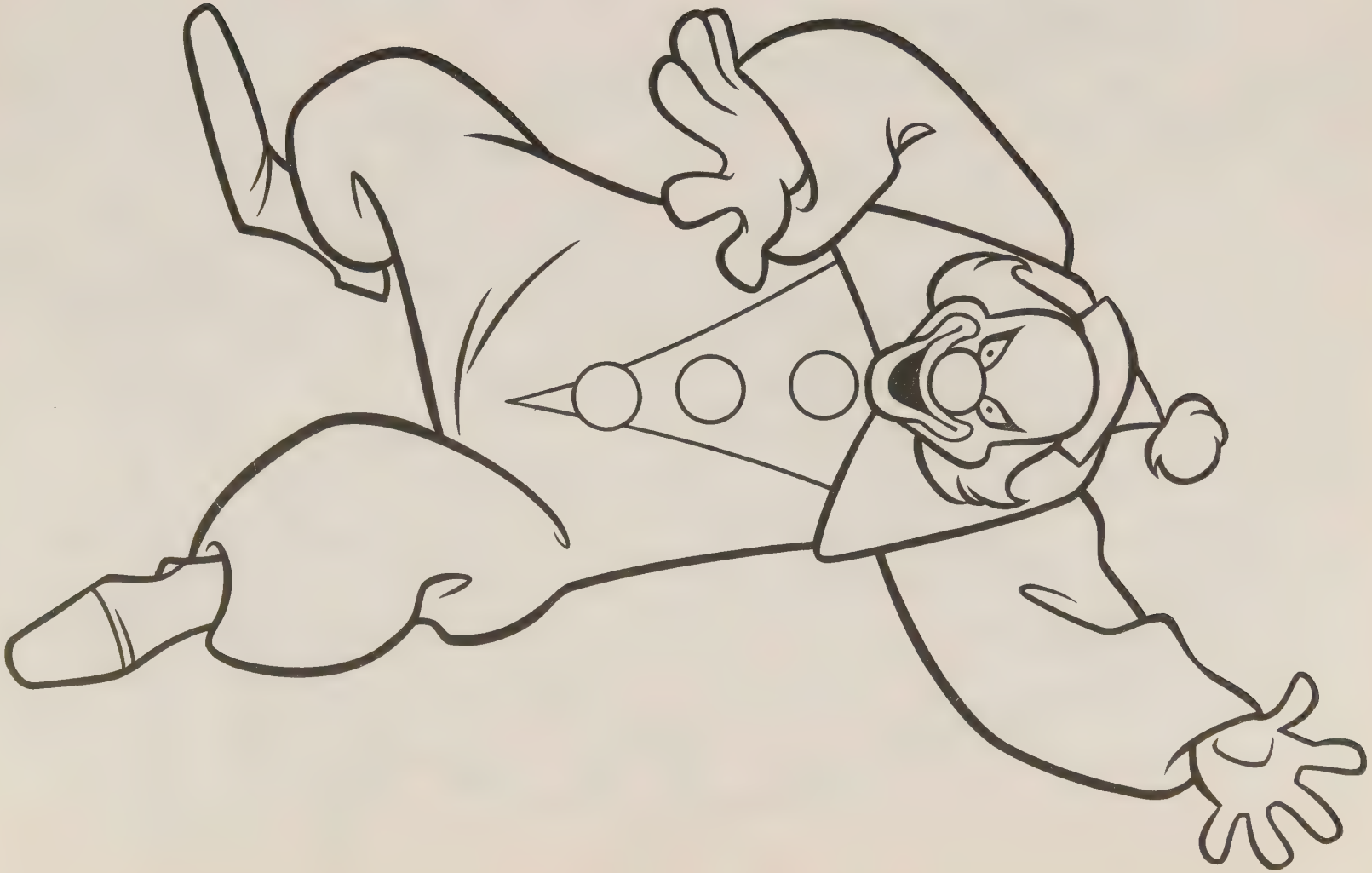
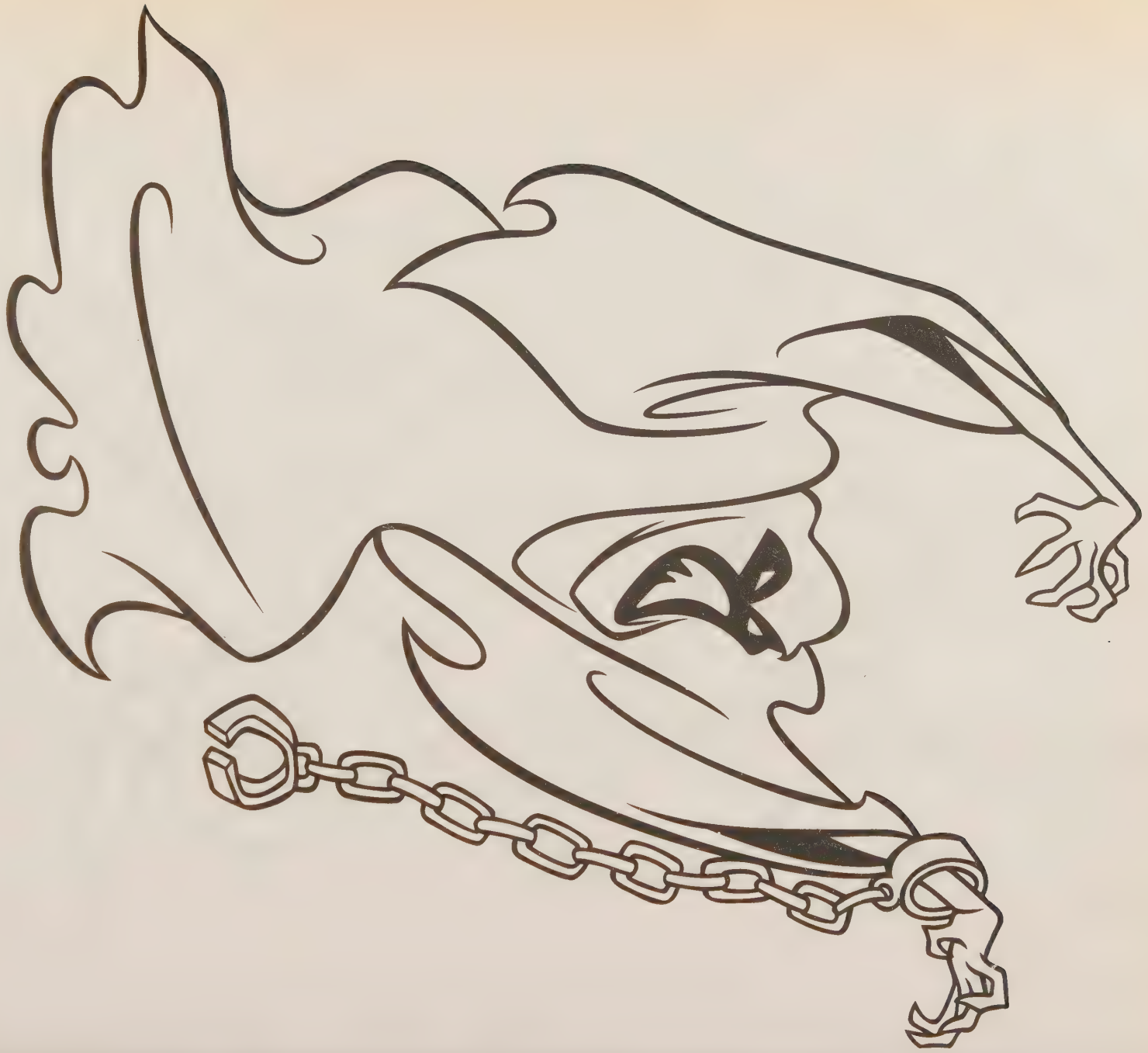
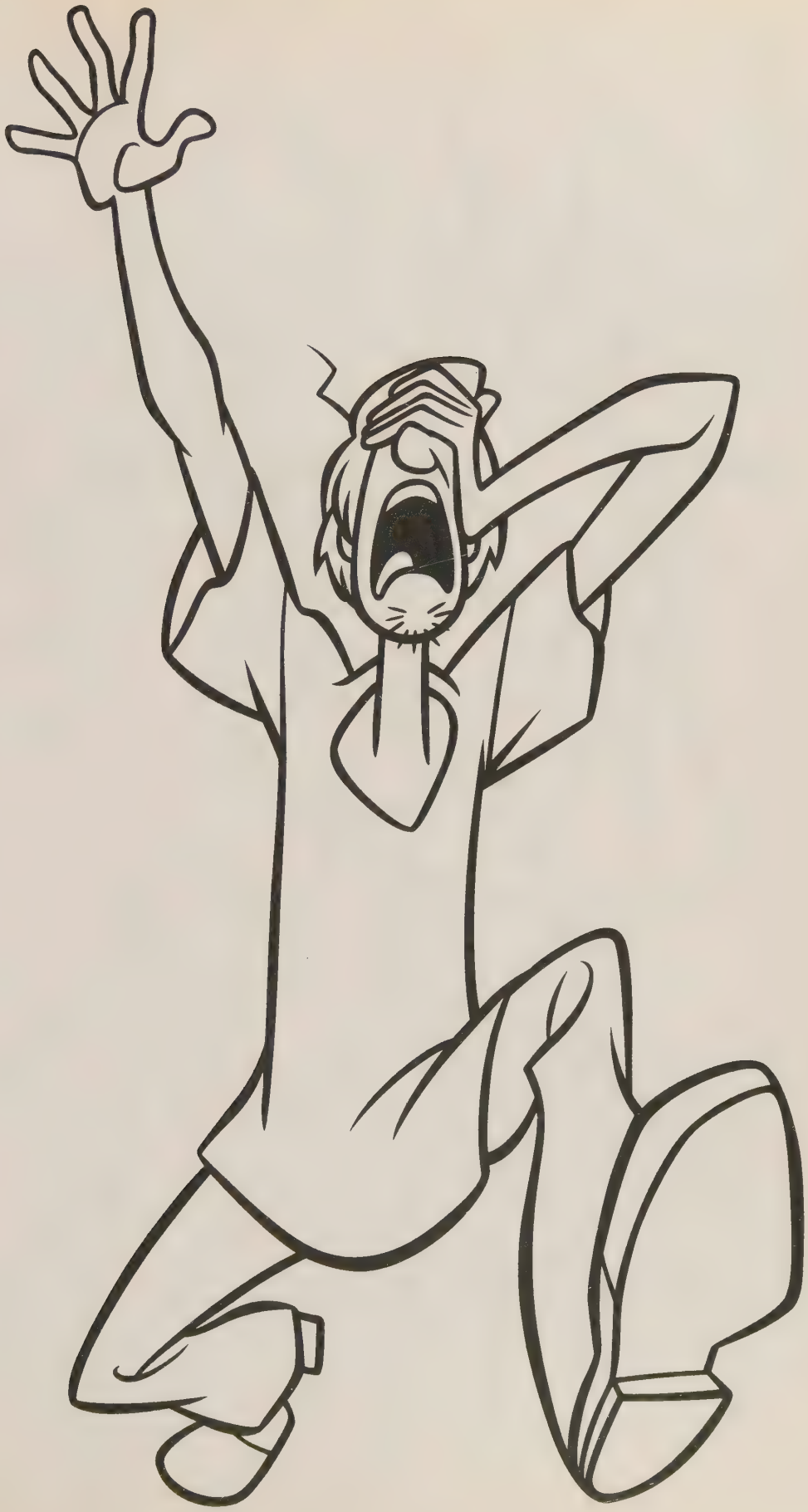




TM & © Hanna-Barbera.



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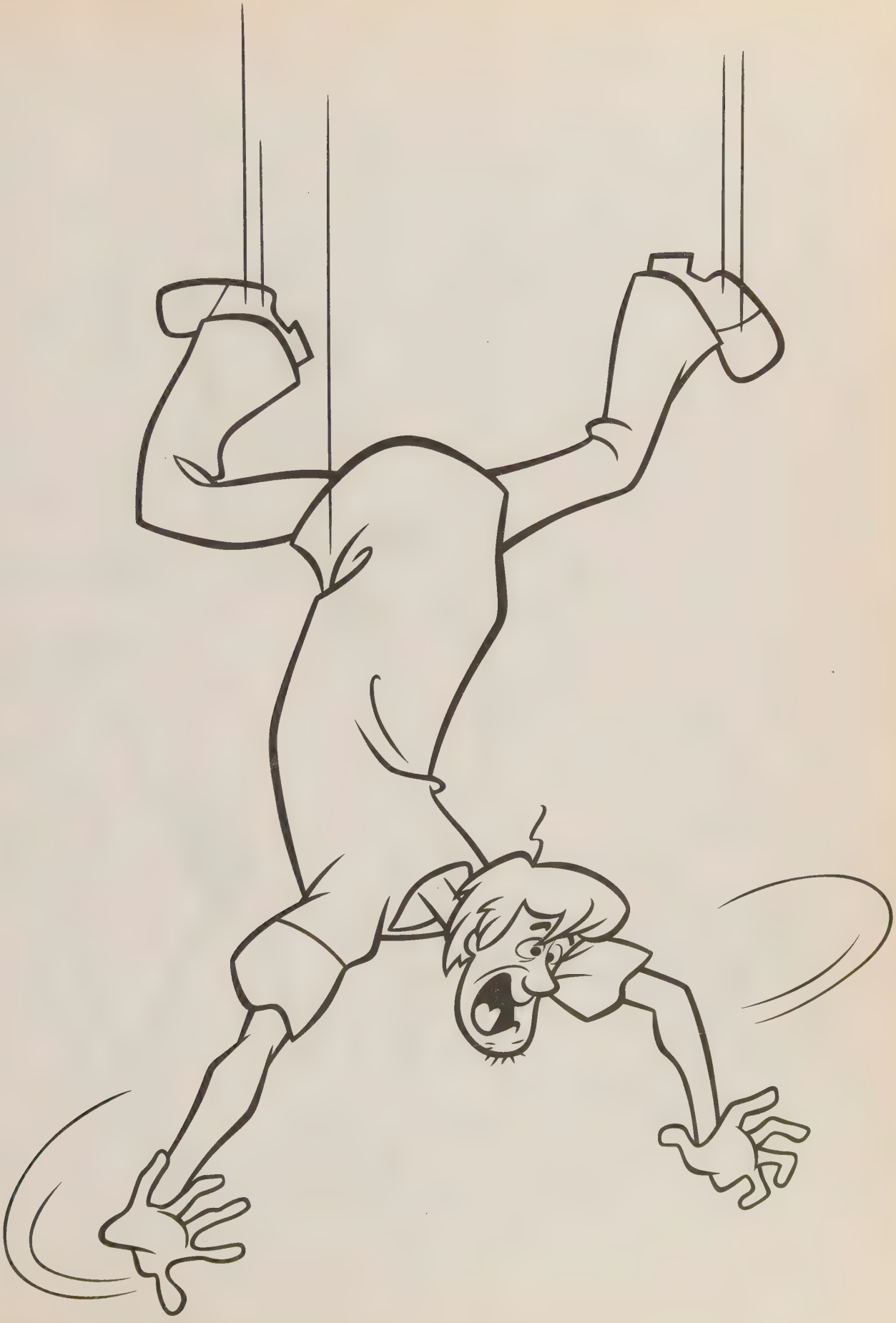

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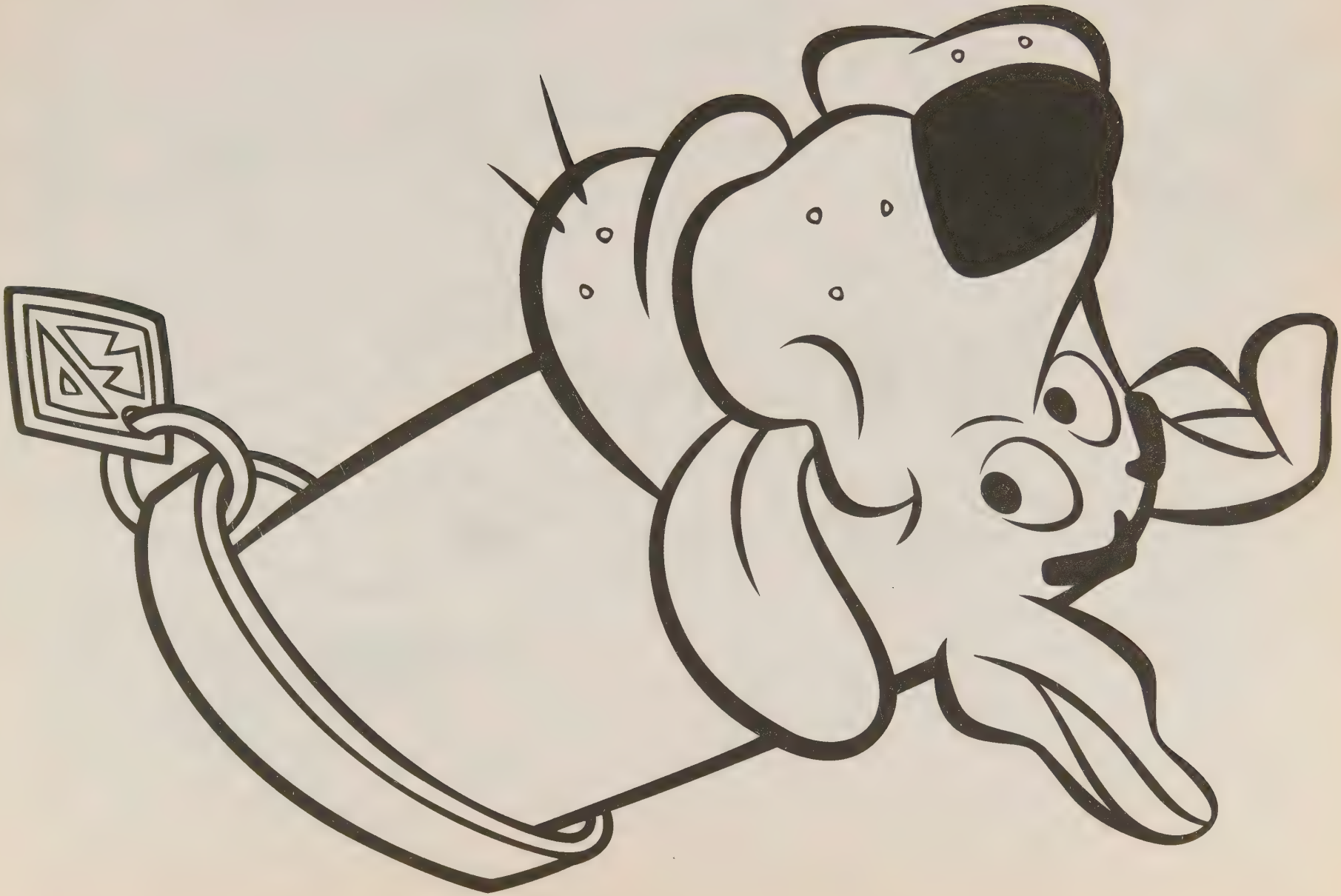

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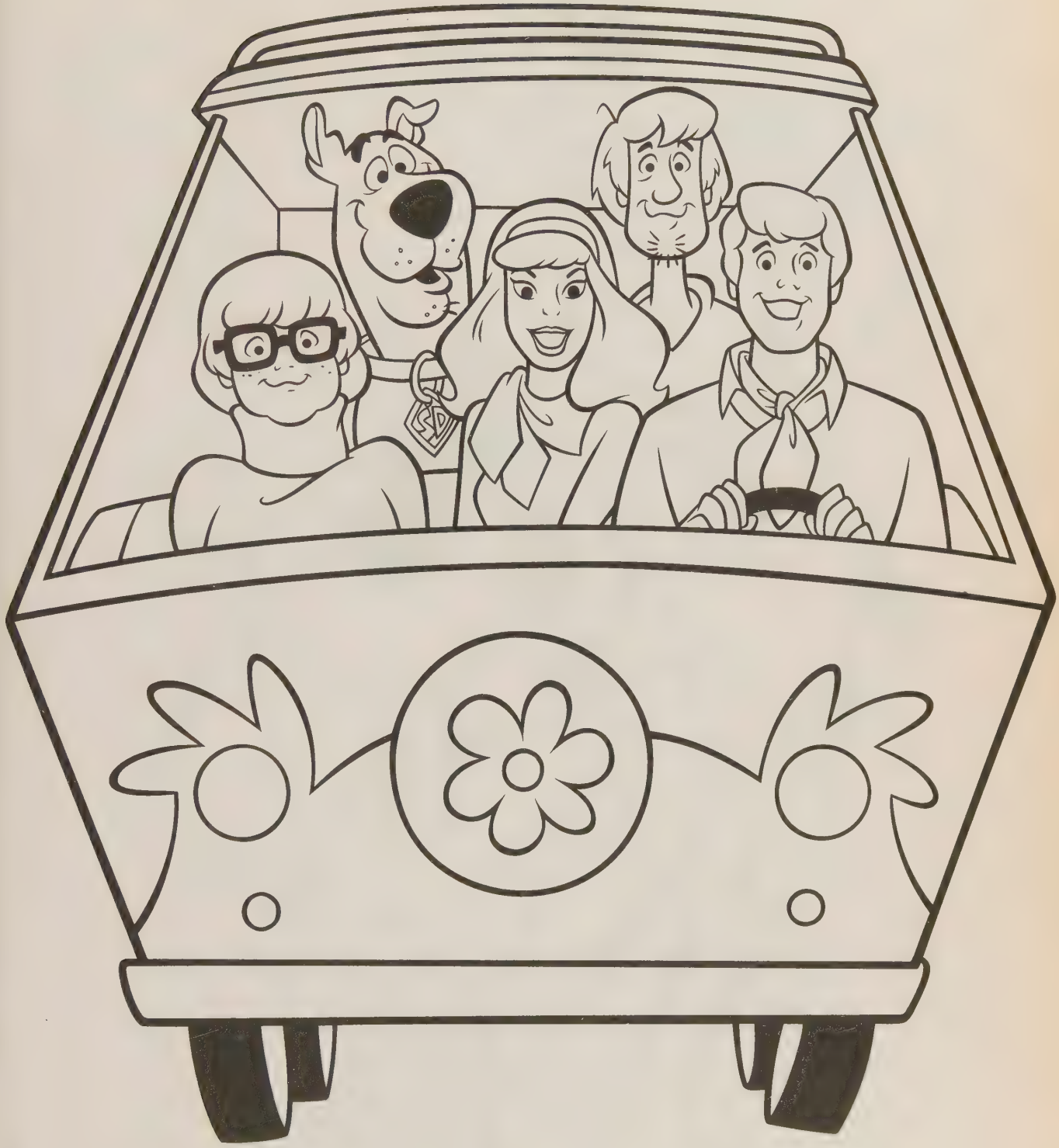

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TM & © Hanna-Barbera.

TM & © Hanna-Barbera.

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SCOOBY-DOO!™

. . . And A Mummy, Too!

TM & © Hanna-Barbera.

"Anka vowed that if he were ever removed from his tomb,
he would turn those responsible to stone!"
"It'll take more than a curse to scare us off, Dr. Najib."

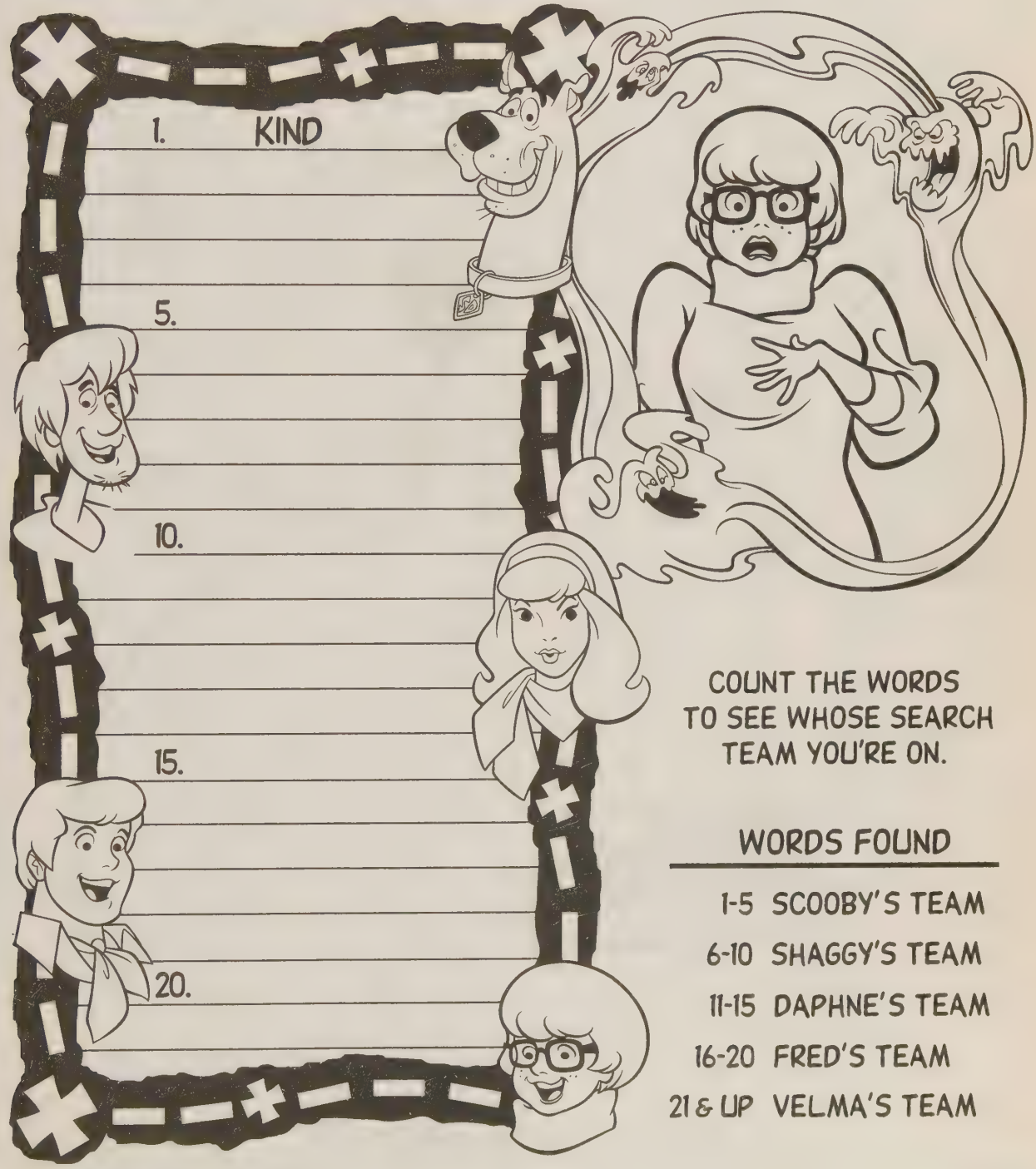
TM & © Hanna-Barbera.

"Hey, Professor, like, what's with this crazy coin?"
"It's part of an ancient mystery I haven't been able to solve yet."
"Well, could you or Dr. Najib solve how I can
get a sandwich? I'm starving!"

TM & © Hanna-Barbera.

HOW MANY WORDS CAN YOU MAKE OUT OF

VELMA DINKLEY?



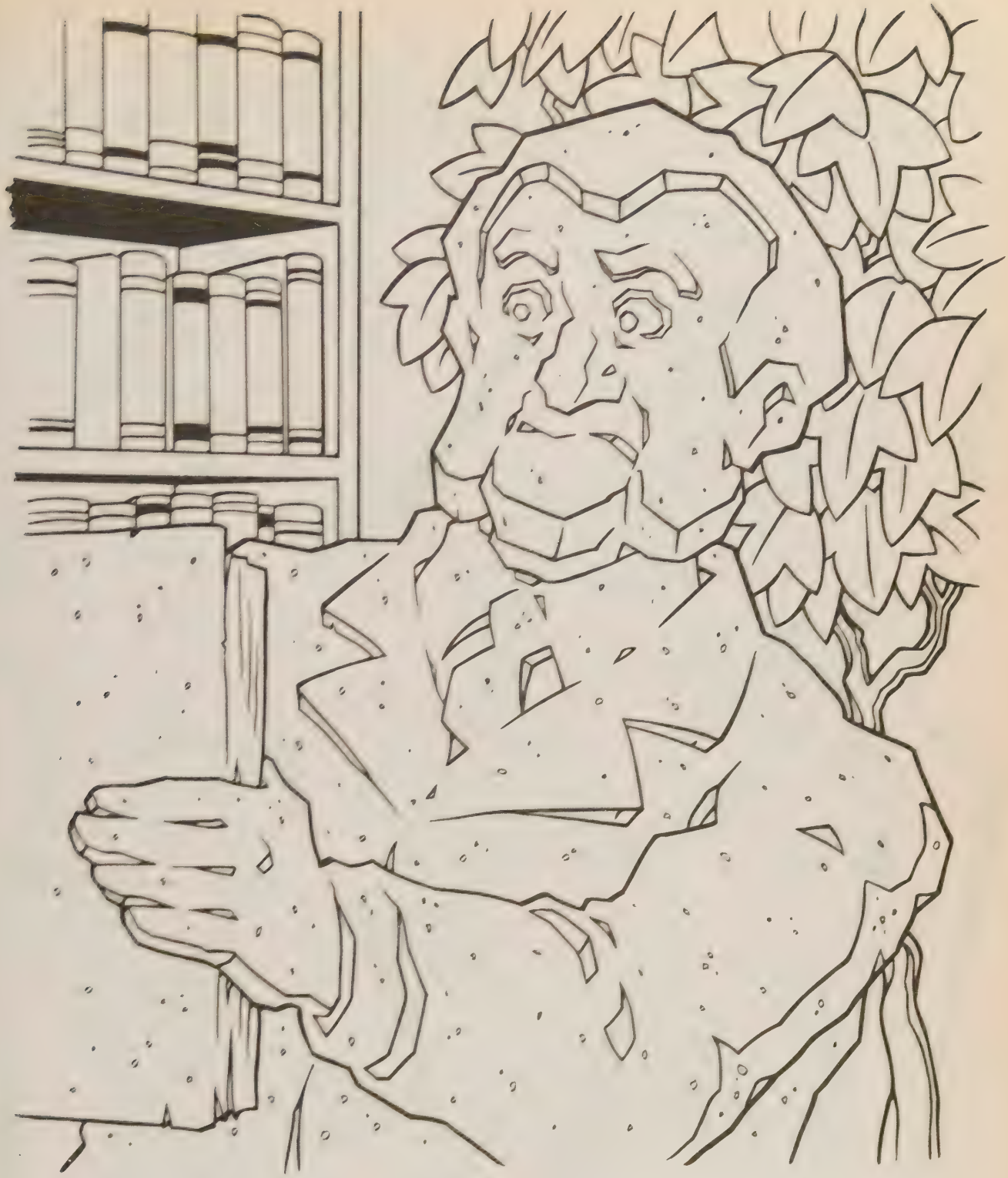
COUNT THE WORDS TO SEE WHOSE SEARCH TEAM YOU'RE ON.

WORDS FOUND	
1-5	SCOOBY'S TEAM
6-10	SHAGGY'S TEAM
11-15	DAPHNE'S TEAM
16-20	FRED'S TEAM
21 & UP	VELMA'S TEAM

TM & © Hanna-Barbera.

"What kind of coin is this?"
"Whoa! I must've, like, dropped it in my pocket by accident."

TM & © Hanna-Barbera.



The next day...
"The professor has turned to stone!"

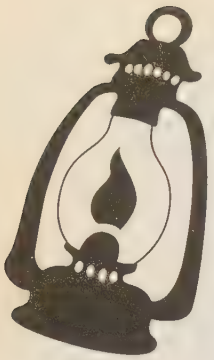
Find THE IMPOSTER!

ANSWER: 4

TM & © Hanna-Barbera.

"Like... gulp... the mummy's gone, too."
"Interesting. The glass broke in, not out.
Looks like we have a mystery to solve."

TM & © Hanna-Barbera.



In Search Of. . .

Help Freddy follow the footprints to solve the mystery. You must find 12 footprints before you find the clue! You cannot use the same path twice!

Start Here

TM & © Hanna-Barbera.

UNSCRAMBLE

What are Shaggy and Scooby making?

Unscramble the letters. The letters in the box will reveal the answer.

1. OYSPOK
2. PIEVAMR
3. NELNTAR
4. NAHDEP
5. HICWT
6. IHEFT
7. UCLE
8. LGUSHO

TM & © Hanna-Barbera.

ANSWERS: 1. SPOOKY 2. VAMPIRE 3. LANTERN 4. DAPHNE 5. WITCH 6. THIEF 7. CLUE 8. GHOULS

"Let's split up and find the mummy."

TM & © Hanna-Barbera.

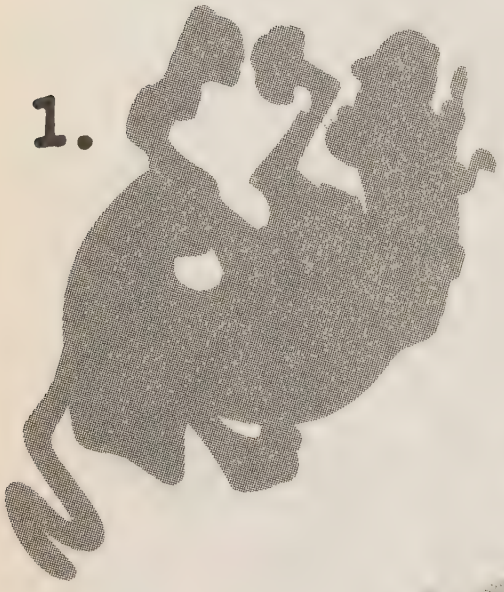
"Oh, no! Dr. Najib's turned to stone!
He must've run into the mummy."
"I wonder if the others have found him yet."

TM & © Hanna-Barbera.

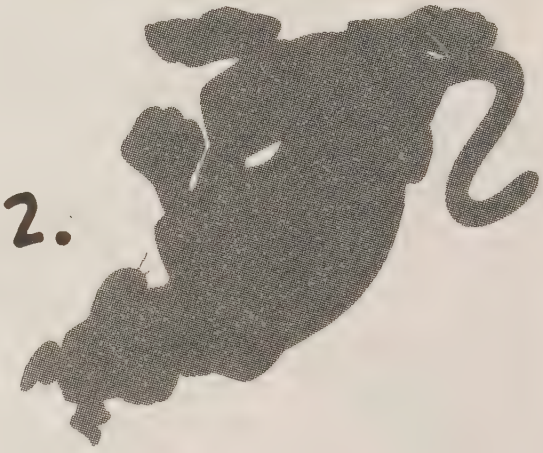
WHO'S SCARED?

Match Scooby-Doo to his correct shadow.

1.



2.



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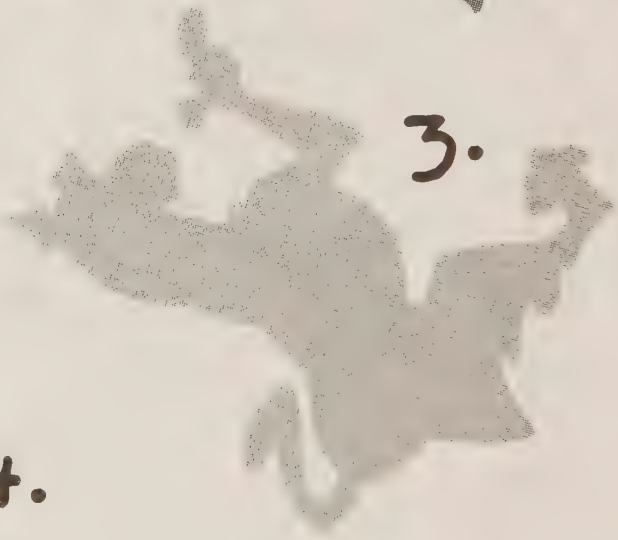

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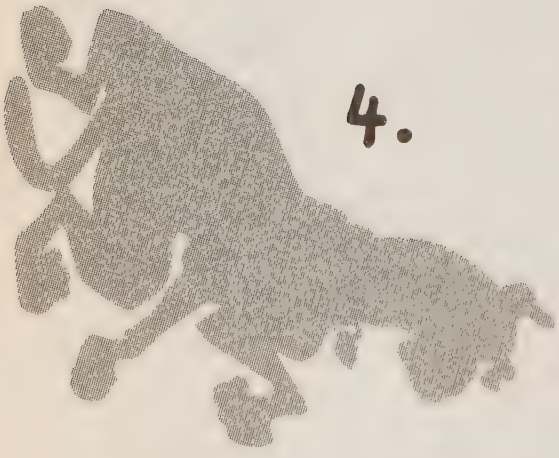


ANSWER: 4

TM & © Hanna-Barbera.

"Zoinks! That wasn't hard was it, Scoob?"
"COIN! COIN!"

TM & © Hanna-Barbera.

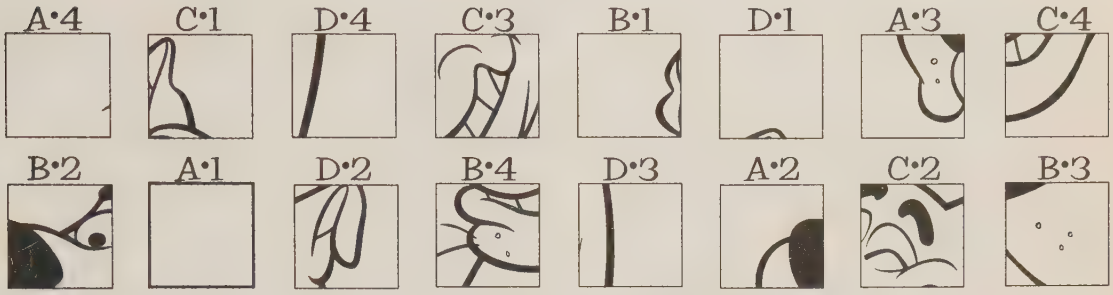
"Lay some karate on him, Scooby!"
"Right! Rarate!"

TM & © Hanna-Barbera.

DRAW A CONCLUSION

Who stole all of the Scooby Snacks?

To identify the thief, draw the contents of each box in the grid below. Use the coordinates to locate the correct position of each piece.

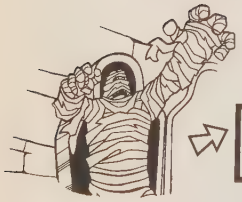


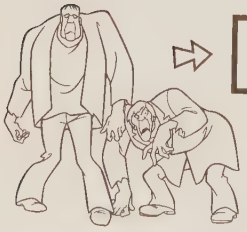
	A	B	C	D	
1					1
2					2
3					3
4					4
	A	B	C	D	

TM & © Hanna-Barbera.

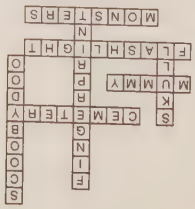
HAUNTED CROSSWORD

Fill in the words that correspond to the pictures.





ANSWER:



TM & © Hanna-Barbera.

"Oh, no!"

TM & © Hanna-Barbera.

"My old pal. He's gone to that Big Boneyard in the Sky."

TM & © Hanna-Barbera.

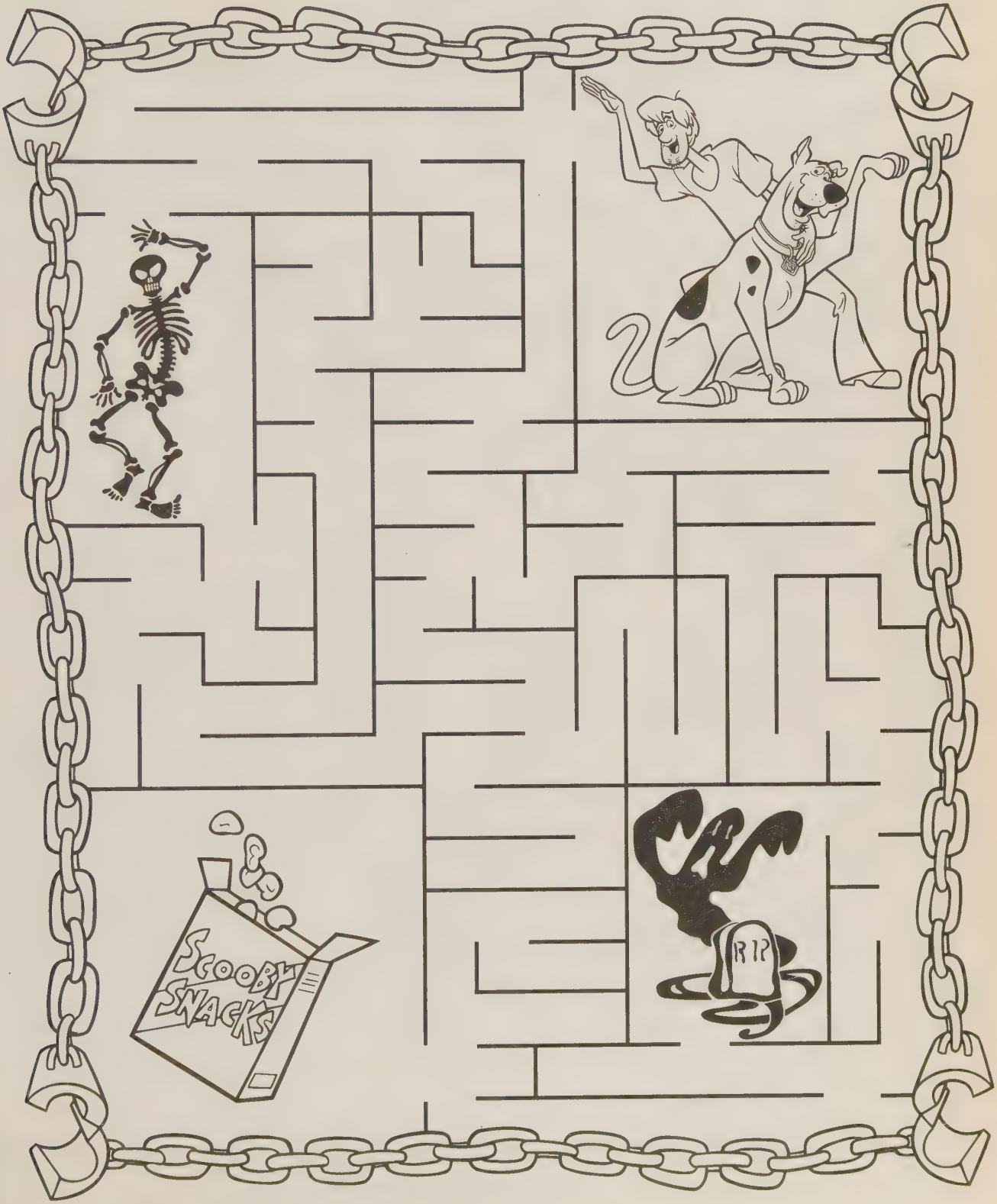
"I don't get it."
"Let's go back to the professor's office.
Maybe we can dig up some answers to this mystery."

TM & © Hanna-Barbera.

"Apparently, Anka was the richest pharaoh of ancient Egypt!"
"Now that's what I call a real riches to rags story.
Look out! Here comes Old Moldy himself."

TM & © Hanna-Barbera.

Help Scooby and Shaggy find the Scooby Snacks without running into any ghouls.



TM & © Hanna-Barbera.

"COIN! COIN!"
"Quick, Scoob! In here!"

TM & © Hanna-Barbera.

Draw a Picture!

Make your own mummy!

TM & © Hanna-Barbera.

"It may sound kooky, but I think that creep made stone statues with this concrete mix."

TM & © Hanna-Barbera.

"COIN! COIN!"

"We'll be back to pick you up later, Professor."

TM & © Hanna-Barbera.

SECRET CODE

Use the code to decipher the clue.

CODE

26=A
25=B
24=C
23=D
22=E
21=F
20=G
19=H
18=I
17=J
16=K
15=L
14=M
13=N
12=O
11=P
10=Q
9=R
8=S
7=T
6=U
5=V
4=W
3=X
2=Y
1=Z

8 24 12 12 25 2 – 23 12 12

15 12 5 22 8 7 12 22 26 7

8 24 12 12 25 2 8 13 26 24 16 8 !

ANSWER: SCOOBY-DOO LOVES TO EAT SCOOBY SNACKS!

TM & © Hanna-Barbera.

"I've got an idea, Scoob."

TM & © Hanna-Barbera.

"Look! There's Shag, Scoob, and the mummy, too!"

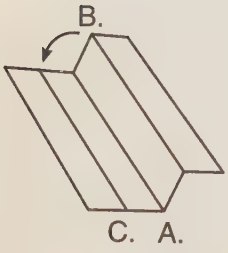
TM & © Hanna-Barbera.

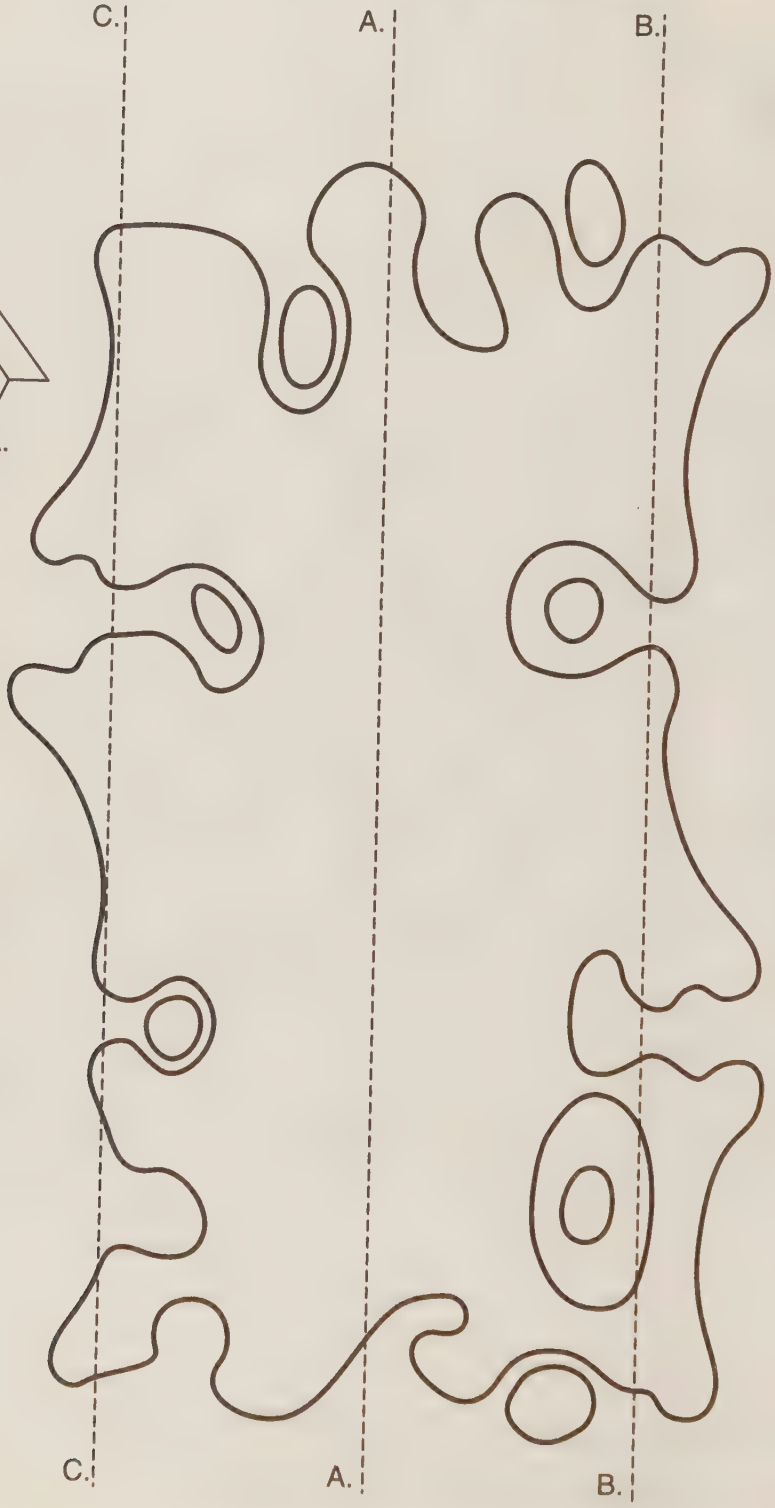
"Now let's see who's really behind these bandages!"
"DOCTOR NAJIB!"

TM & © Hanna-Barbera.

SUPER SLEUTH

Scooby and the gang need a clue.
Fold the page forward at line A and back at line B so the edge meets line C.
You've uncovered a very important clue!





TM & © Hanna-Barbera.

"So, it's apparent that Doctor Najib knew the secret of the coin, and disguised himself as the mummy to scare us into giving it to him."
"And I would have gotten away with it, if not for you meddling kids!"

TM & © Hanna-Barbera.

SCOOBY-DOO!™

A Reel Mystery

TM & © Hanna-Barbera.

A monster in Lake Coolsville ruins Mystery, Inc.'s plans for a boat ride.

TM & © Hanna-Barbera.

Velma isn't sure that a monster lurks in the lake.
"C'mon, let's investigate," she says.

TM & © Hanna-Barbera.

Scooby-Doo and Shaggy say they are gathering bait to fish for the lake monster.

TM & © Hanna-Barbera.

But it's really just a snack for themselves!

TM & © Hanna-Barbera.

Scooby-Doo reels in a steering wheel.

TM & © Hanna-Barbera.

Shaggy hooks a swim fin.

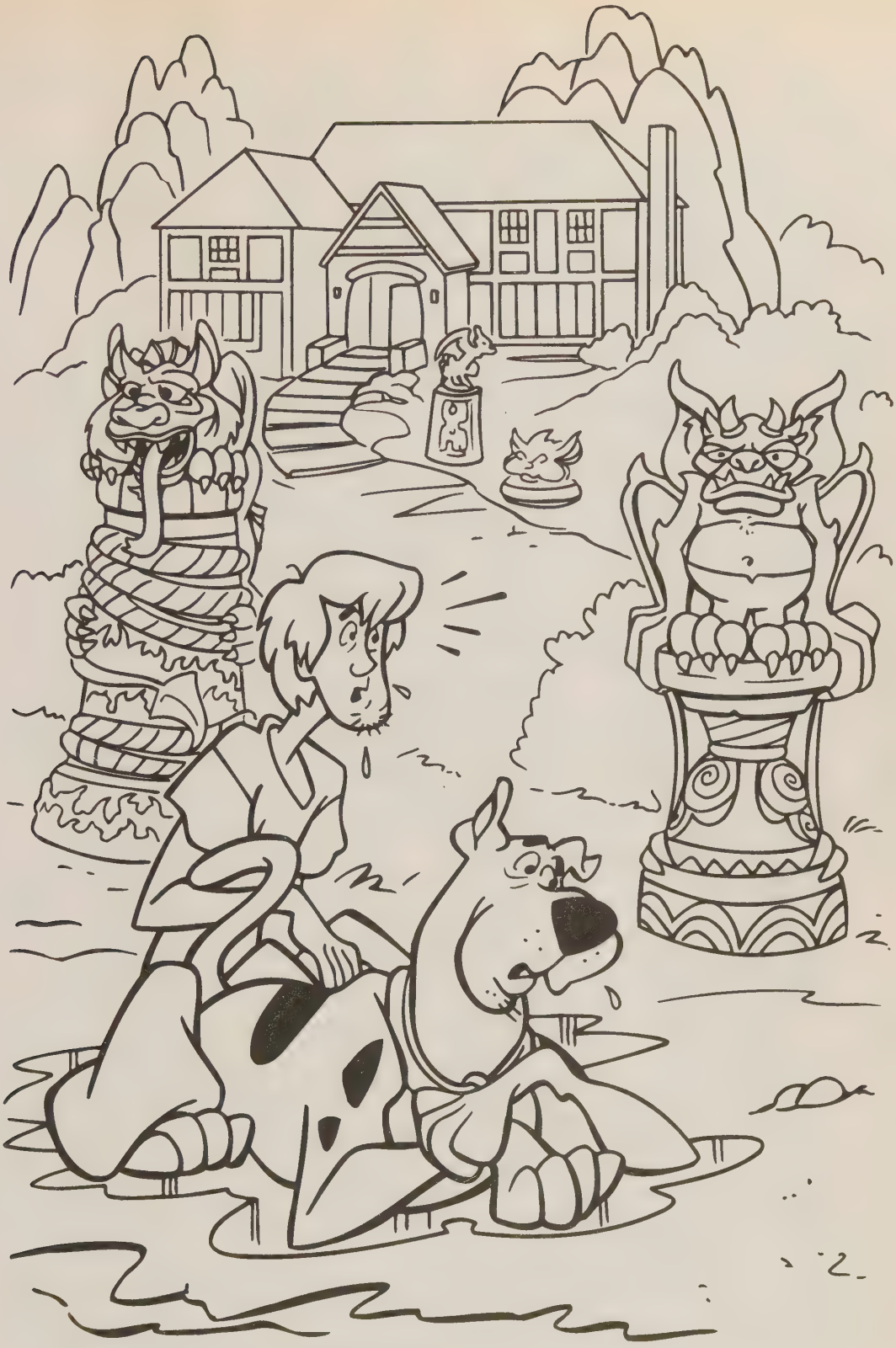
TM & © Hanna-Barbera.

Zoinks! They hooked the lake monster!

TM & © Hanna-Barbera.

Hold on tight!

TM & © Hanna-Barbera.



"Like, wow, what is this place?" asks Shaggy.

TM & © Hanna-Barbera.

"Zoinks! The artist in this house sure likes creepy creatures. This one looks like the lake monster!"

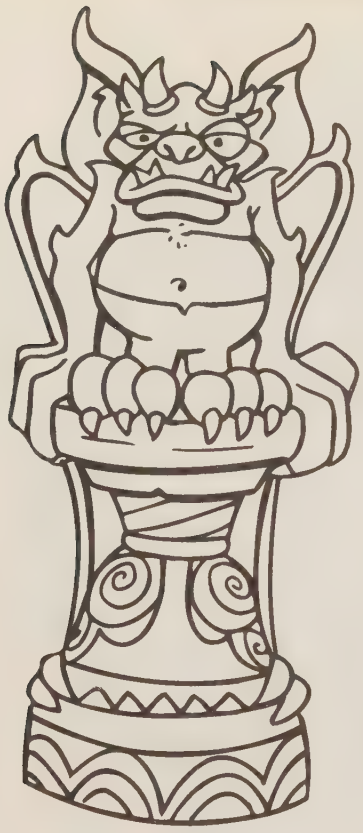
TM & © Hanna-Barbera.

Scooby-Doo sniffs out one of the scary sculptures.

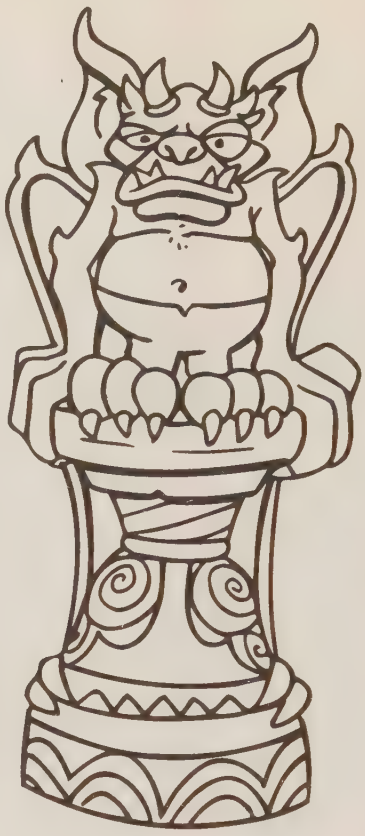
TM & © Hanna-Barbera.

Which scary sculpture is different?

1.



2.



3.

4.

ANSWER: 3

TM & © Hanna-Barbera.

The gang discovers the man behind the lake monster.
"I think we've got our mystery solved," says Velma.

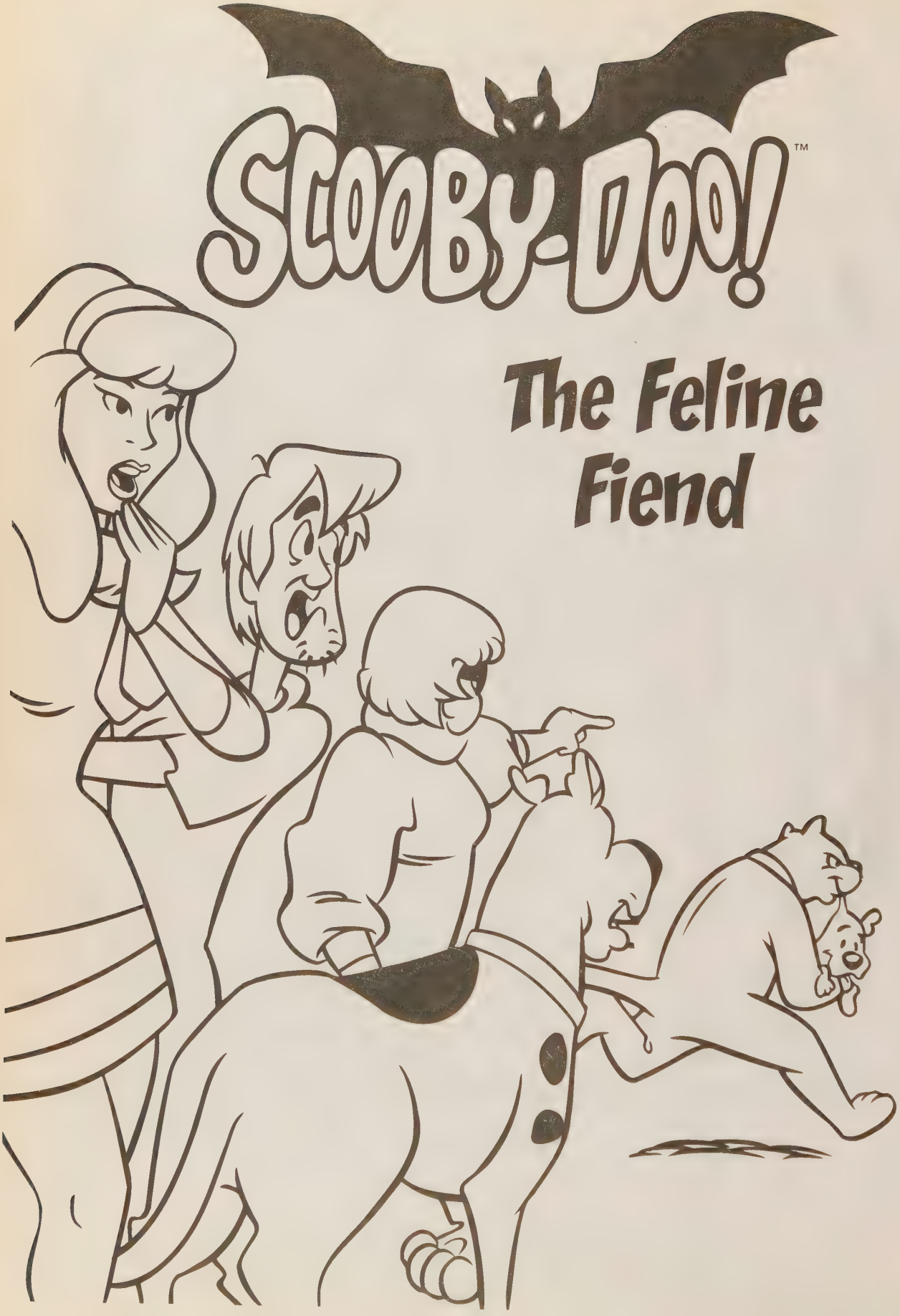
TM & © Hanna-Barbera.

"This used to be such a quiet lake," explains the artist.
"Then the boat ride brought people and noise."

TM & © Hanna-Barbera.

Fresh paint creates a simple solution.
Now the gang can have fun, and the artist can go back to work.

TM & © Hanna-Barbera.



™ & © Hanna-Barbera.

"Don't worry, Scoob.
Like, I hear the kennel has Scooby Snacks."

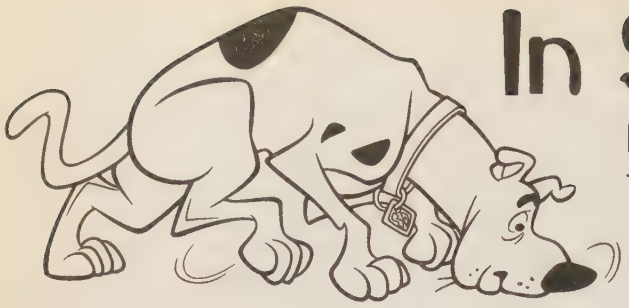
TM & © Hanna-Barbera.

"Haven't you kids heard there's a dognapper around here? The Feline Fiend. I suggest you keep your dog with you."

TM & © Hanna-Barbera.

"Look! Giant cat tracks!"
"Let's see where they lead us."

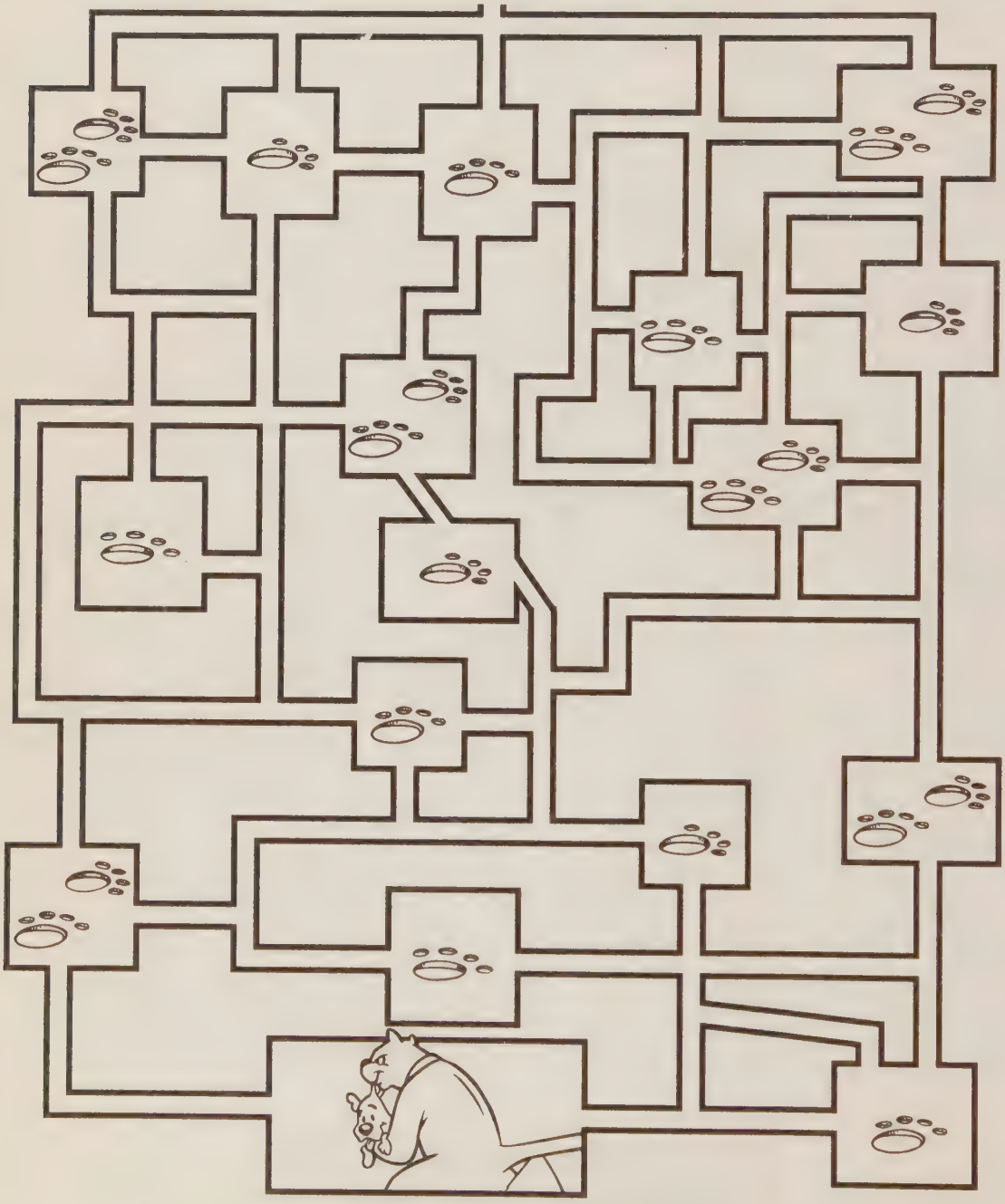
TM & © Hanna-Barbera.



In Search Of...

Help Scooby follow the paw prints to find the Feline Fiend. You must find 12 prints before you can capture the Feline Fiend! You cannot use the same path twice!

Start Here



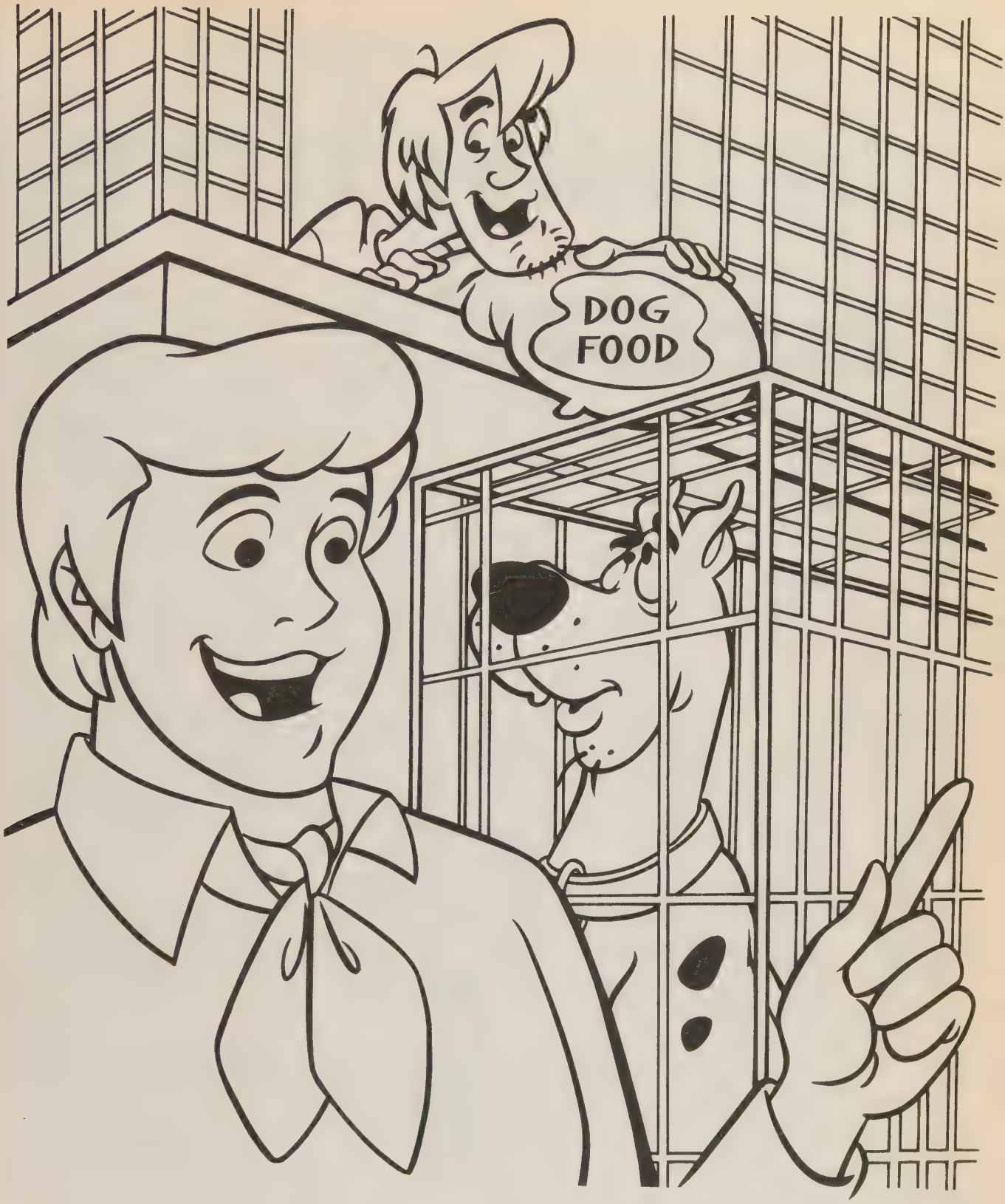
TM & © Hanna-Barbera.

"Jeepers! It's the Feline Fiend!"

TM & © Hanna-Barbera.

"Look what we have here!
Hundreds of dog leashes..."

TM & © Hanna-Barbera.

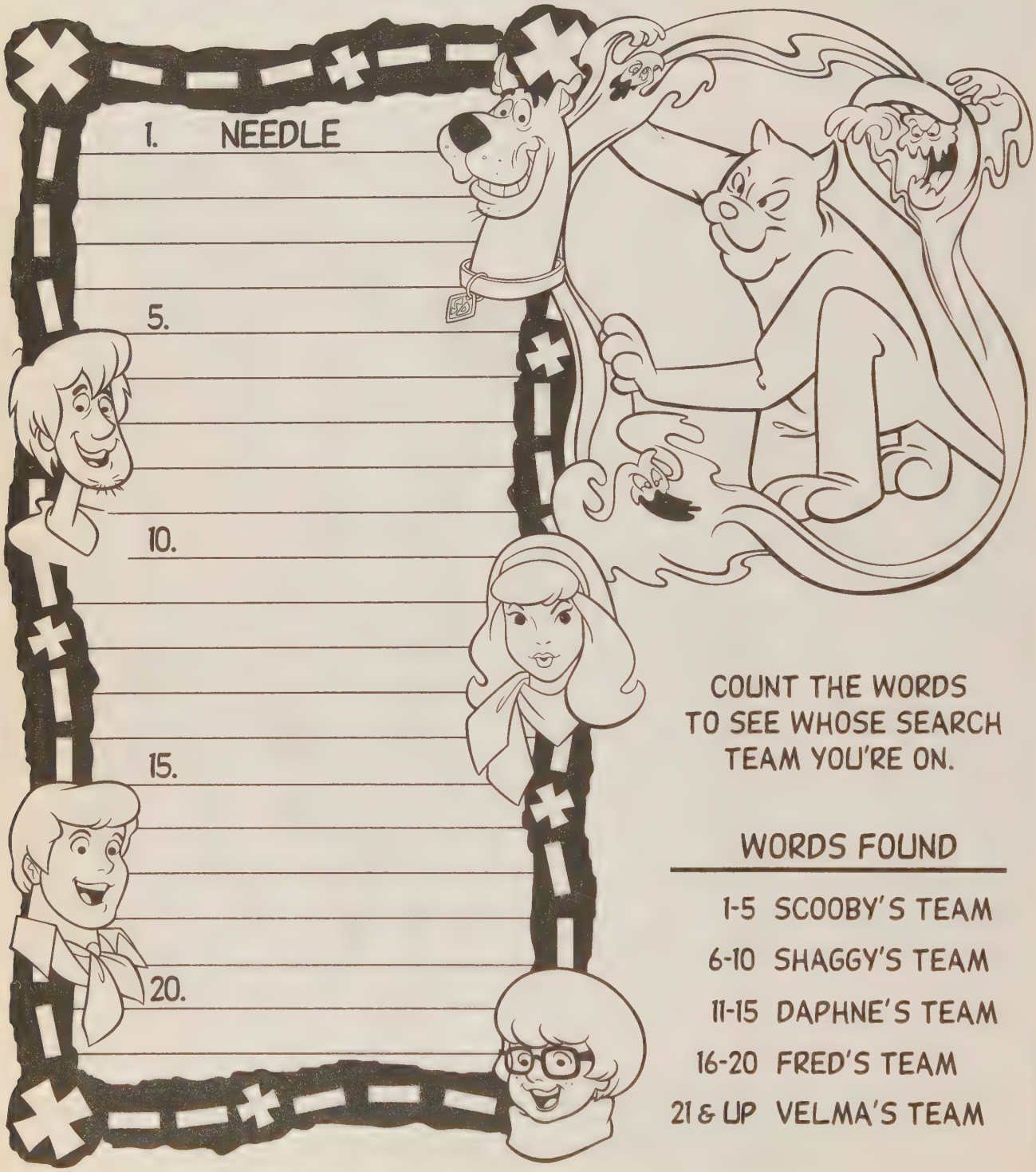


"Okay, Scoob, you stay here until the Feline Fiend shows up. Shaggy, you keep an eye out from above."

TM & © Hanna-Barbera.

HOW MANY WORDS CAN YOU MAKE OUT OF

THE FELINE FIEND?



1. NEEDLE

5.

10.

15.

20.

COUNT THE WORDS TO SEE WHOSE SEARCH TEAM YOU'RE ON.

WORDS FOUND

1-5 SCOOBY'S TEAM

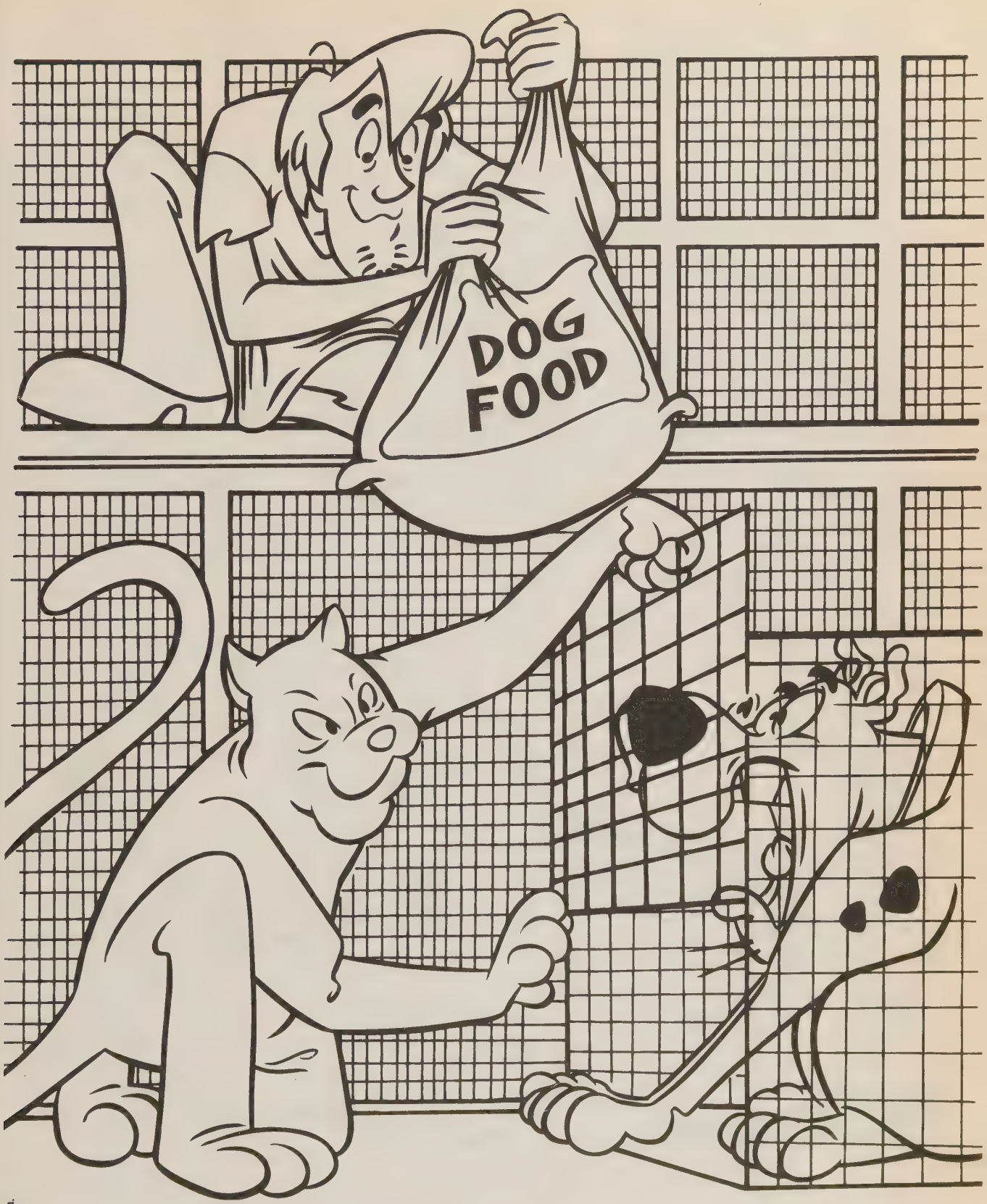
6-10 SHAGGY'S TEAM

11-15 DAPHNE'S TEAM

16-20 FRED'S TEAM

21 & UP VELMA'S TEAM

TM & © Hanna-Barbera.



"Ruh-roh!"

TM & © Hanna-Barbera.

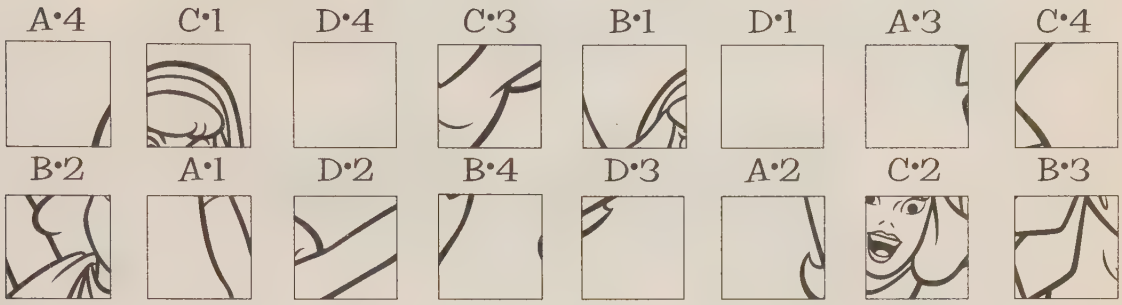
"I could have sold those show dogs for millions
if not for you meddlesome kids!"
"Rooby-Rooby-Roo!"

TM & © Hanna-Barbera.

DRAW A CONCLUSION

Who discovered the giant cat tracks?

To identify the character, draw the contents of each box in the grid below. Use the coordinates to locate the correct position of each piece.

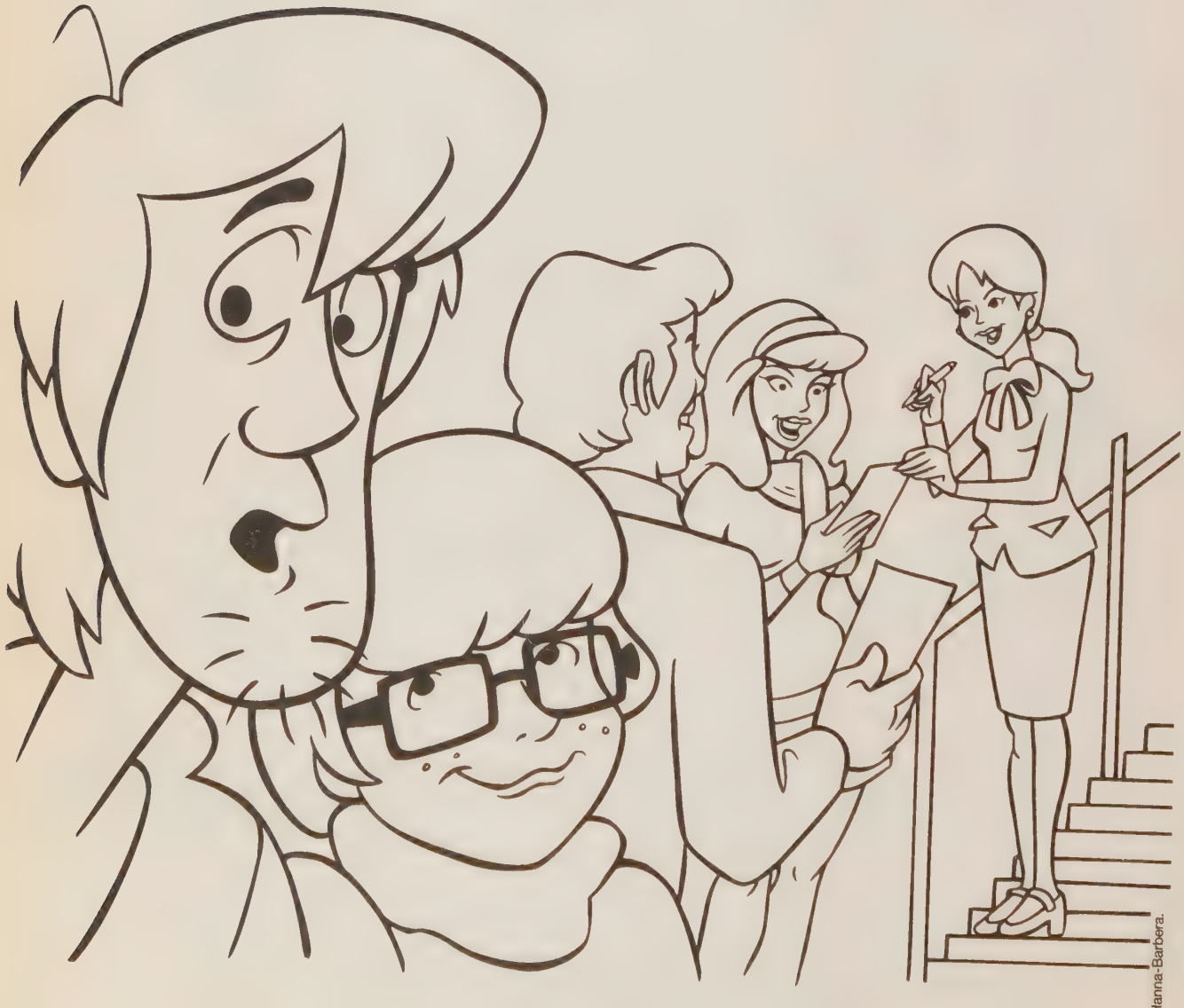


	A	B	C	D	
1					1
2					2
3					3
4					4
	A	B	C	D	

TM & © Hanna-Barbera.

SCOOBY-DOO!™

Scooby Skies



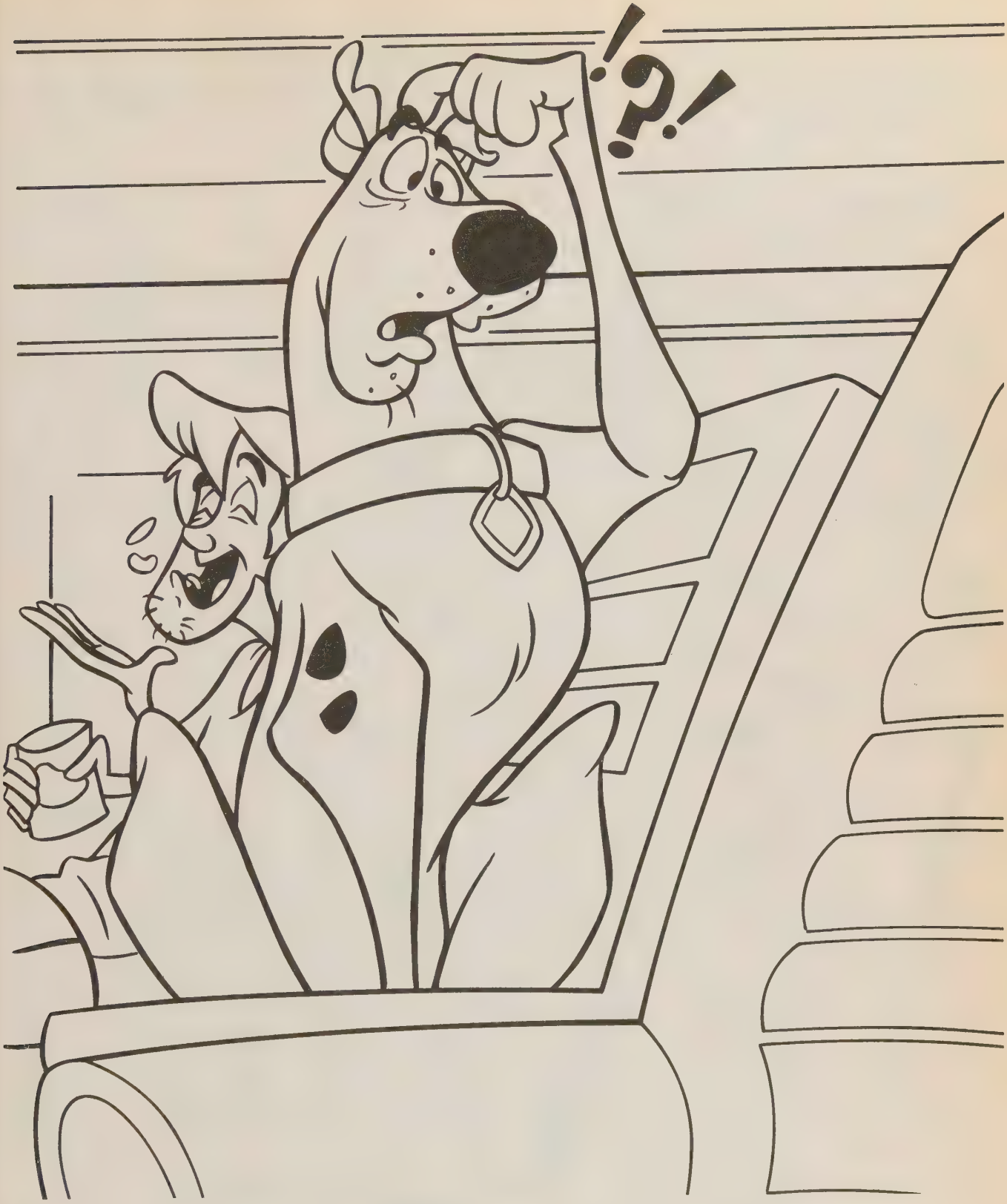
TM & © Hanna-Barbera.

"Where are all the other passengers?"
"No-shows. They say this flight is haunted."

TM & © Hanna-Barbera.

"Attention, passengers. Please remain seated until your captain has turned off the seatbelt sign."
"Hunh?"

TM & © Hanna-Barbera.



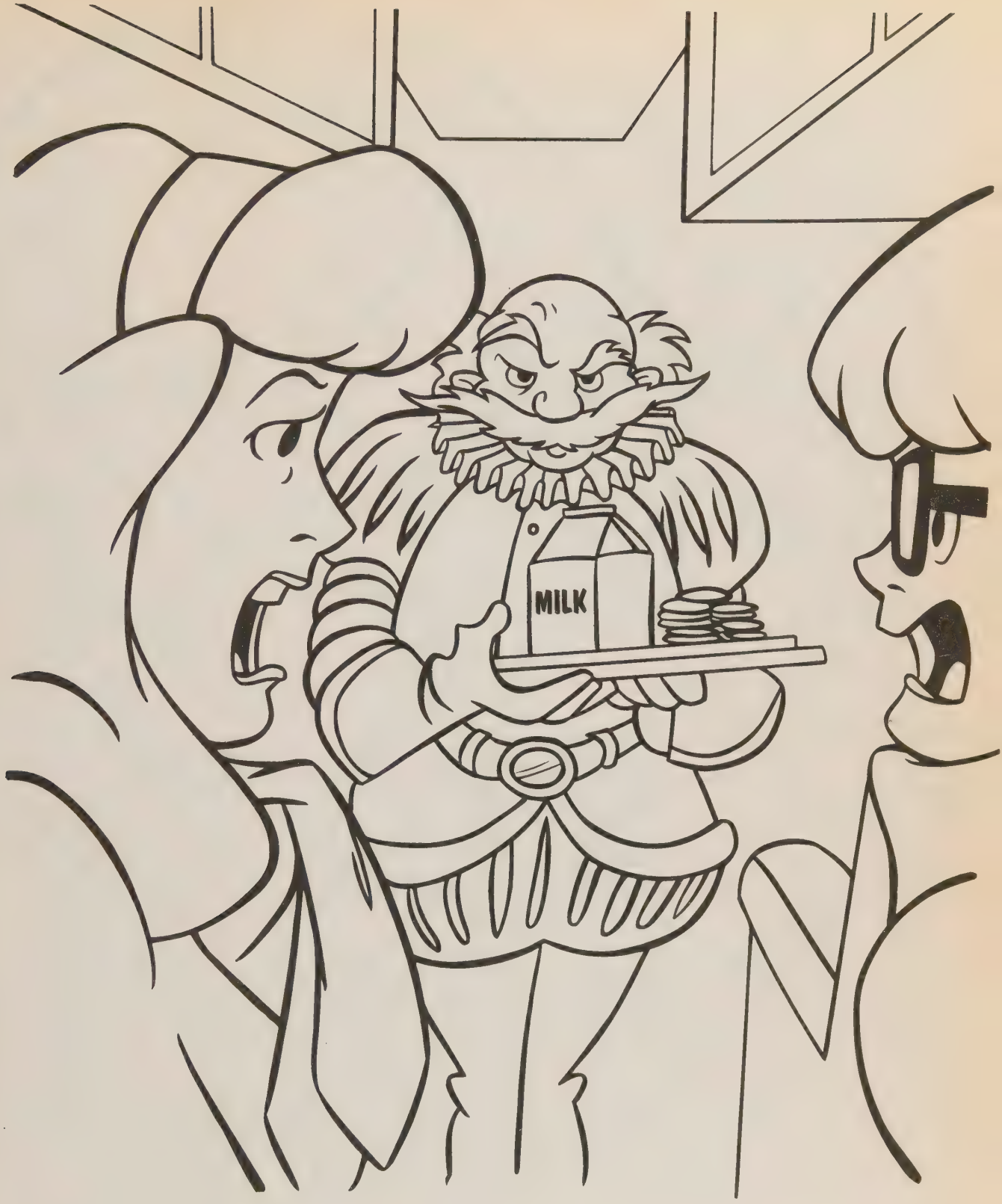
"There's no ghost, Scoob. It's just your imagination."

TM & © Hanna-Barbera.

Find THE IMPOSTER!

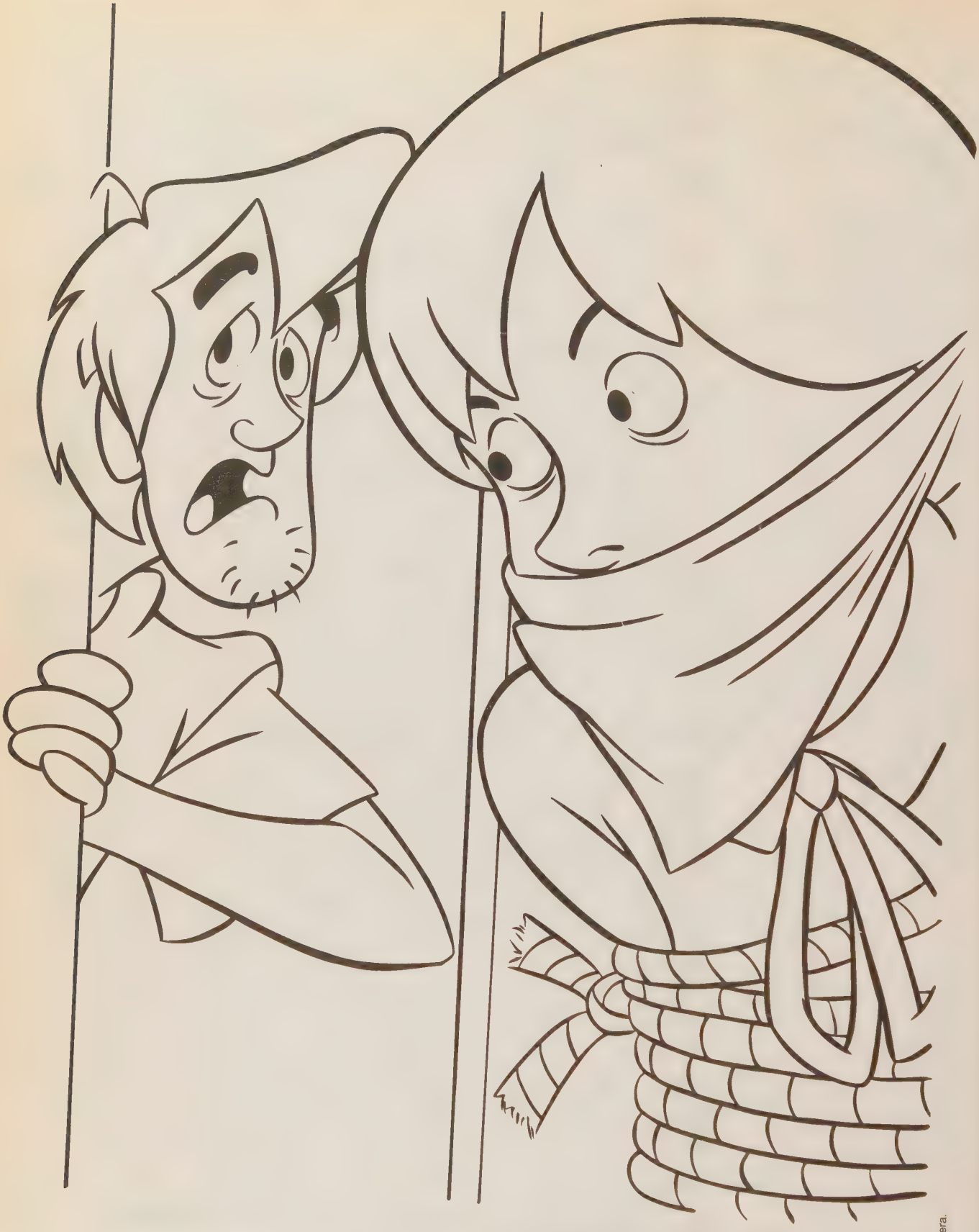
ANSWER: 2

TM & © Hanna-Barbera.



"Attention, passengers. Cookies and milk will be served by our lovely attendant, Maria."
"Jinkies! Maria got a face-lift!"

TM & © Hanna-Barbera.



"Like, wow, what happened, Maria?"

TM & © Hanna-Barbera.

"It's the captain — he hates flying to Exotica Island, so he thinks if he scares enough passengers the airline will stop flying there."

TM & © Hanna-Barbera.

UNSCRAMBLE

Who was the airplane captain pretending to be?
Unscramble the letters to solve the mystery.
The letters in the box will reveal the answer.

1. GHYASG _ _ _ _ _ _

2. TNHUEDA _ _ _ _ _ _ _

3. CPTOICK _ _ _ _ _ _ _

4. SNDIAL _ _ _ _ _ _

5. KTSCITE _ _ _ _ _ _ _

6. OBCOYS _ _ _ _ _ _

7. RMAAI _ _ _ _ _

8. PRTI _ _ _ _

9. OPTIL _ _ _ _ _

10. KIJIESN _ _ _ _ _ _ _

ANSWERS: 1. SHAGGY 2. HAUNTED 3. COCKPIT 4. ISLAND 5. TICKETS 6. SCOOBY 7. MARIA
8. TRIP 9. PILOT 10. JINKIES

TM & © Hanna-Barbera.

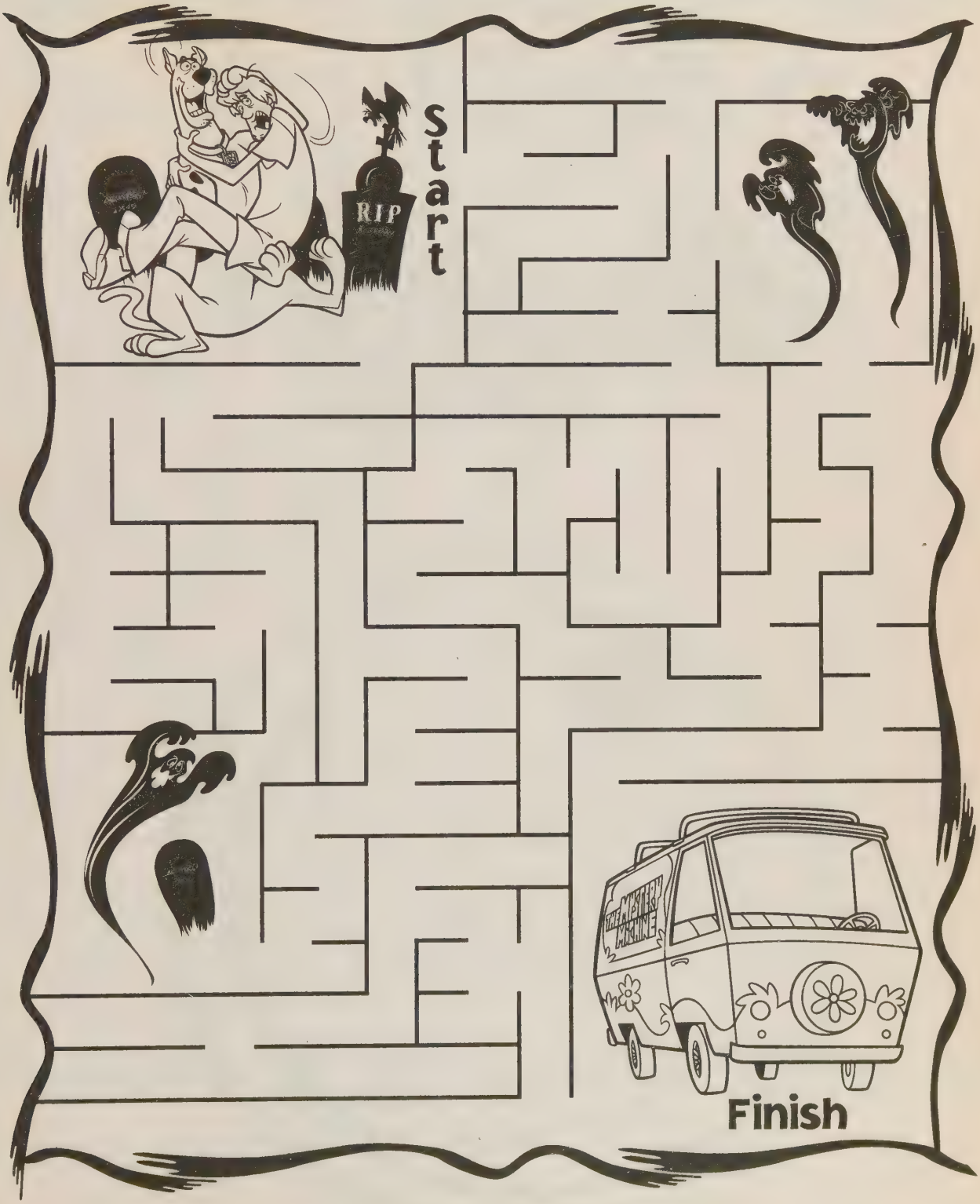
"I'll take over the controls!"
"And, like, Maria and I will make sure the Ghost Baron is fastened in his seat."

TM & © Hanna-Barbera.

"Thanks a million, kids. Now our flights to Exotica Island will go back to normal — and you kids each have free round-trip tickets!"

TM & © Hanna-Barbera.

Lead Shaggy and Scooby out of the cemetery to the Mystery Machine and beware of the ghosts!



TM & © Hanna-Barbera.

SCOOBY-DOO!™

MYSTERY MAZES & PUZZLES!

TM & © Hanna-Barbera.

What's Missing?
Hint: One thing is missing from each member of Mystery, Inc.

ANSWERS: Velma's glasses, Fred's scarf, Scooby's dog tag, Shaggy's beard, Daphne's hair band.

TM & © Hanna-Barbera.

Match the ghouls to their shadows.

A.

B.

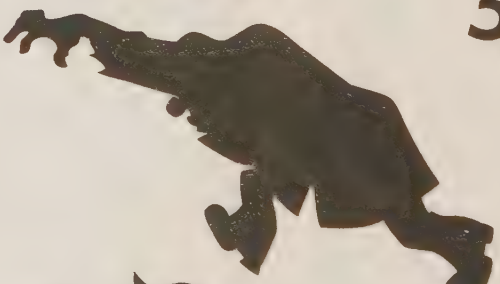
C.

D.

1.

2.

3.



4.

ANSWER: A-3; B-2; C-4; D-1.

TM & © Hanna-Barbera.

Unscramble these mystery words.

1. RMYTSYE EMANICH _____

2. SHCEROI _____

3. EARDUTVEN _____

4. APZIZ _____

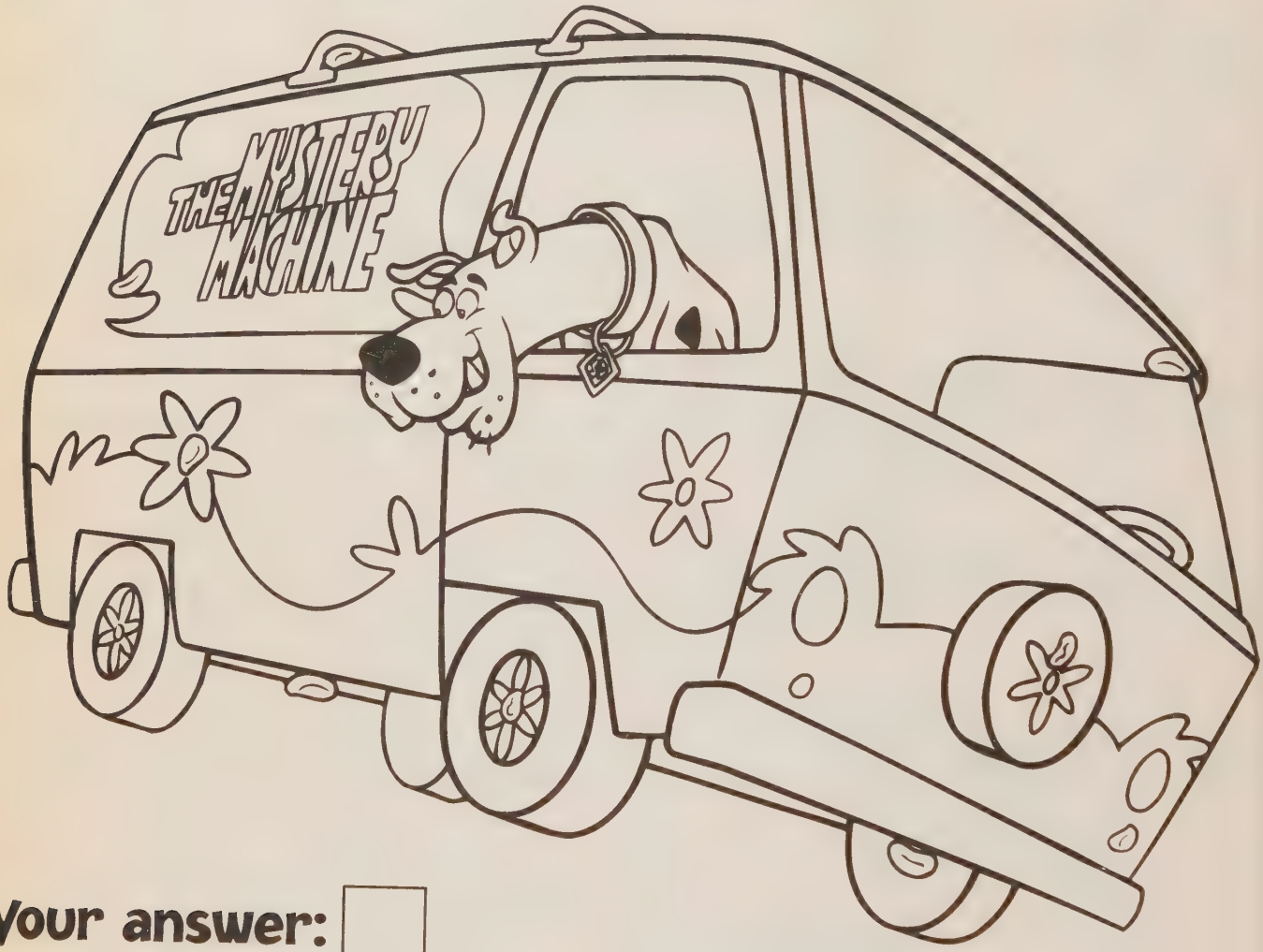
5. SCLEU _____

6. DFOO _____

ANSWERS:
1. MYSTERY MACHINE
2. HEROICS
3. ADVENTURE
4. PIZZA
5. CLUES
6. FOOD

TM & © Hanna-Barbera.

How many Scooby Snacks can you find?



Your answer: ☐

TM & © Hanna-Barbera.

ANSWER: 9

Lead the Creeper into Fred's trap.

Start

Finish

TM & © Hanna-Barbera.

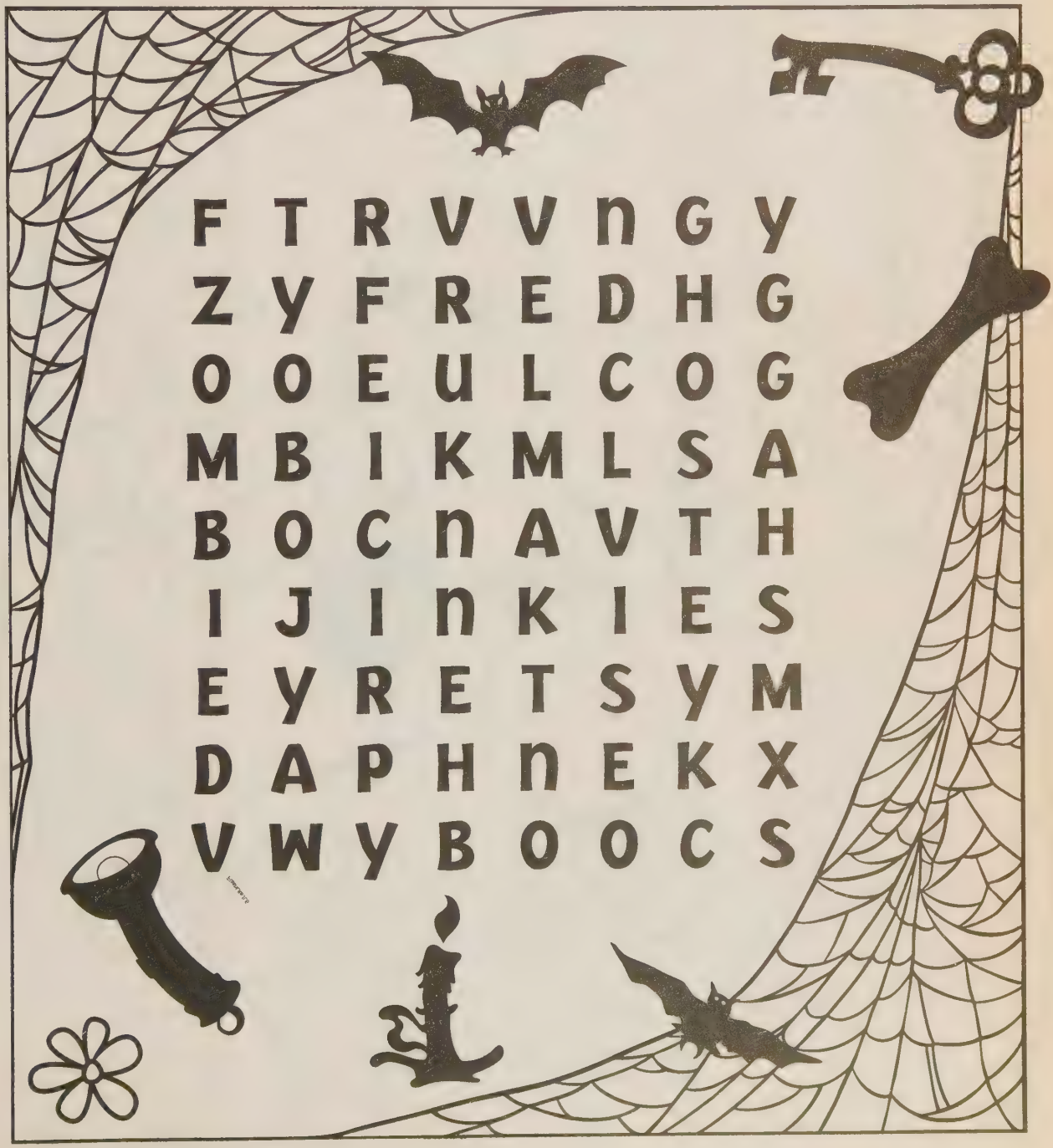
How many ghosts are haunting Daphne?

ANSWER: 5

TM & © Hanna-Barbera.

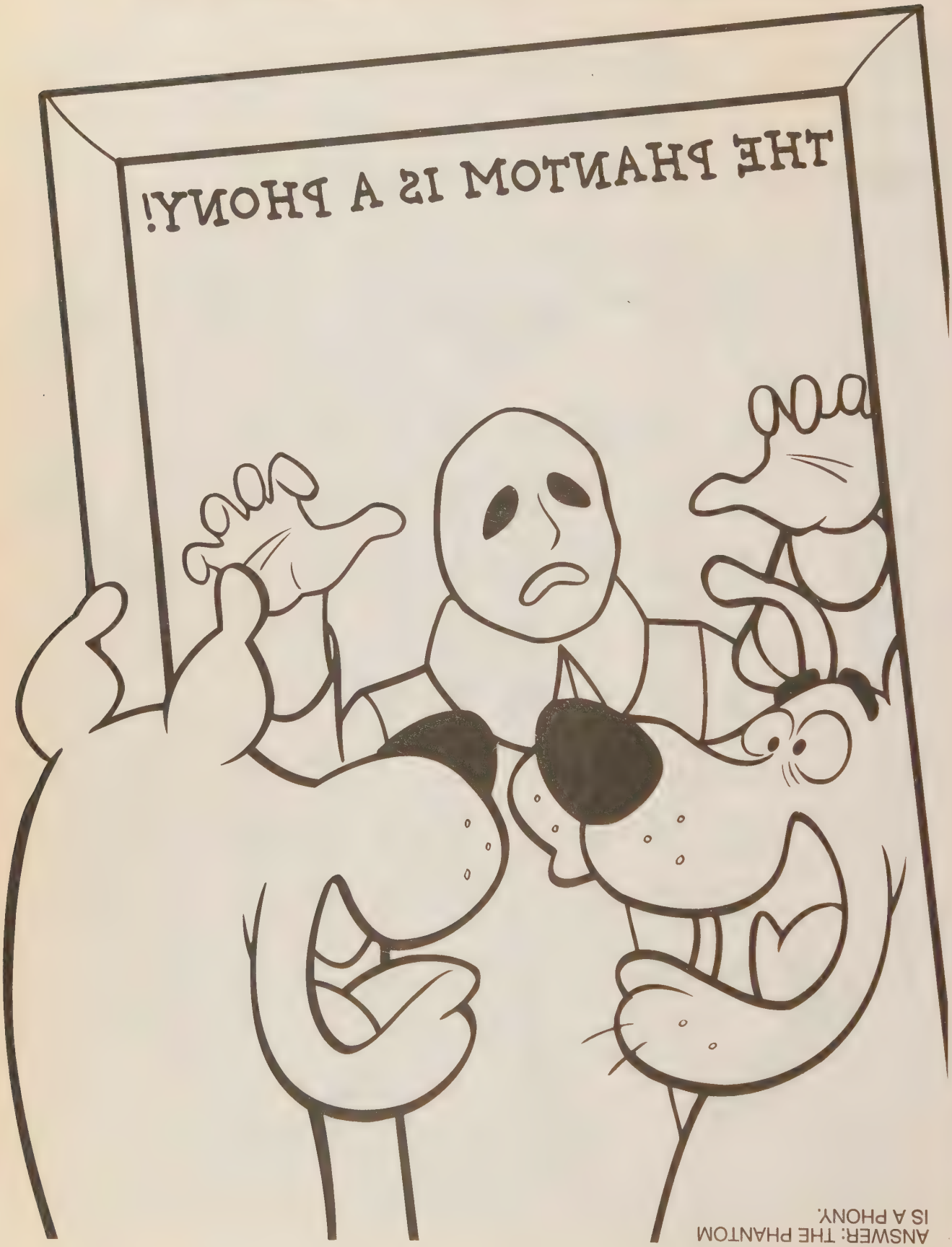
Look up, down, across, backwards and diagonally to find these hidden words.

Zoinks	Shaggy	Scooby	Van
Jinkies	Velma	Clue	Ghost
Mystery	Daphne	Zombie	Fred



TM & © Hanna-Barbera.

Scooby and the gang found a clue!
Hold this page up to a mirror to read what it says.

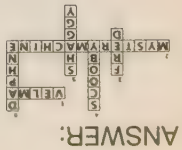


ANSWER: THE PHANTOM
IS A PHONY.

TM & © Hanna-Barbera.

Use the pictures as clues to solve the crossword puzzle.

ANSWER:



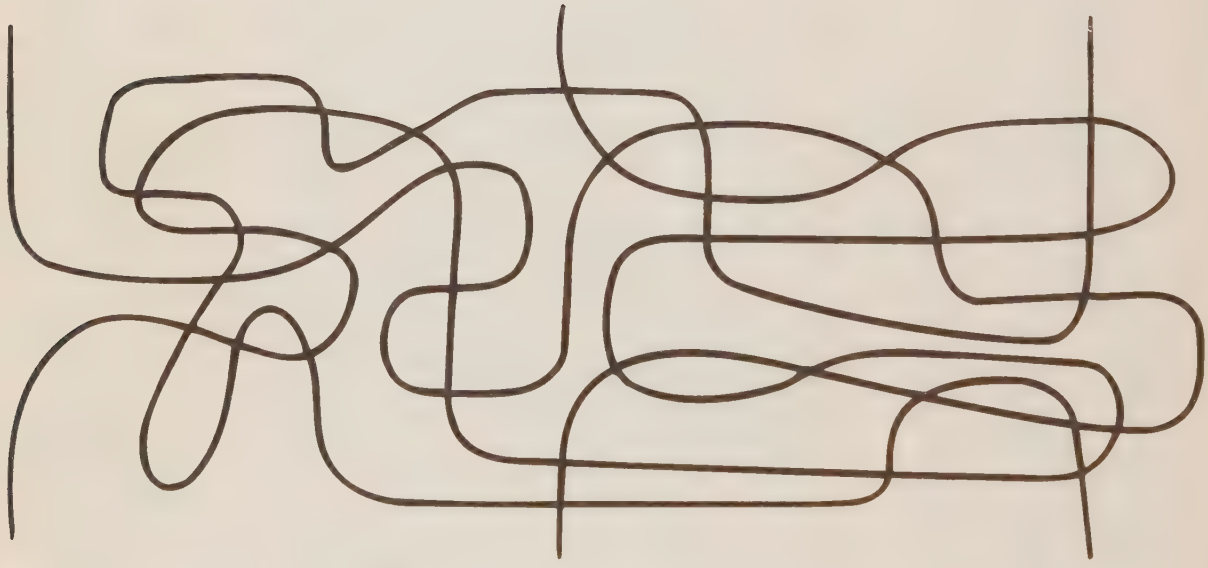
TM & © Hanna-Barbera.

Help Mystery, Inc. sort the clues!
Trace each person to the things they used in their crimes.

1.

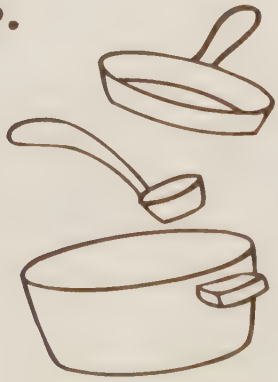
2.

3.

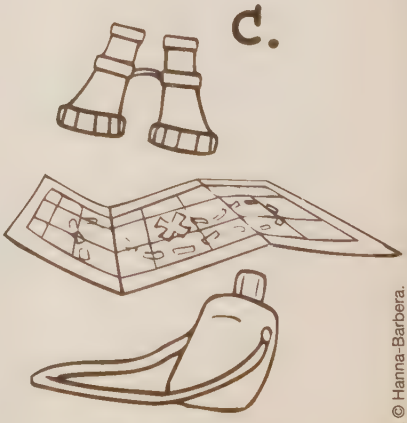


A.

B.



C.



ANSWERS: 1-B, 2-A, 3-C.

TM & © Hanna-Barbera.

??A Game for Two Players

Take turns drawing a straight line between 2 dots to make a square. As you complete a square, put your initials in it and take another turn. Reward 3 points for each square with Scooby, 2 points for each square with Shaggy, and 1 point for each square with your initials. Subtract 3 points for the square with the Ghost. The player with the most points wins!

TM & © Hanna-Barbera.

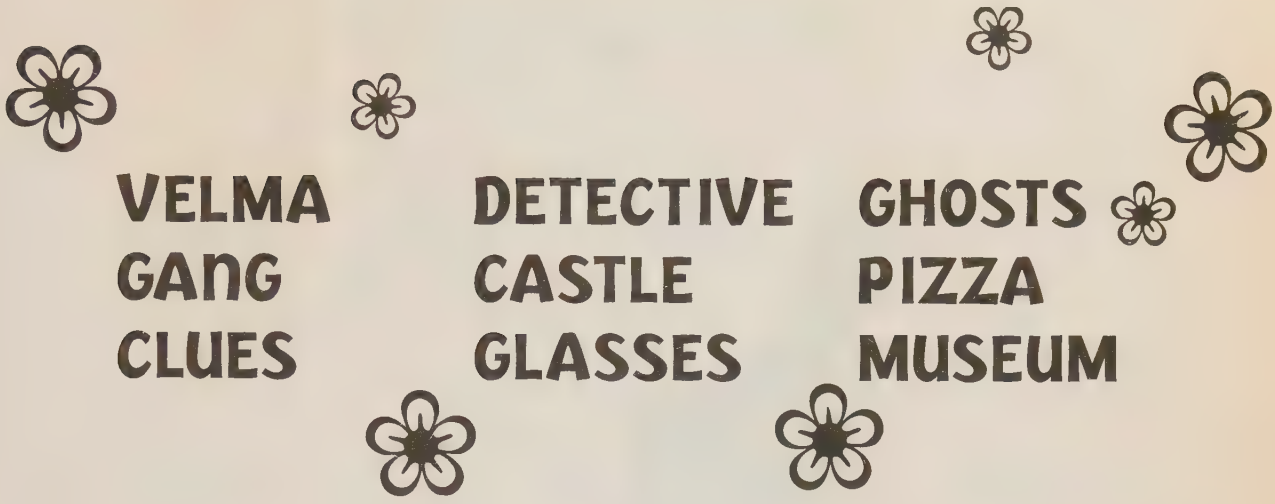
Help Shaggy find Scooby before he gets lost.

Start

Finish

TM & © Hanna-Barbera.

Look up, down, across, and diagonally
to find these hidden words.



VELMA
GANG
CLUES

DETECTIVE
CASTLE
GLASSES

GHOSTS
PIZZA
MUSEUM

V A D E T E C T I V E
E U C O P I Z Z A T G
L O I L B L E S E G L
M U S E U M O n E H A
A G U H B E R S G T S
C A S T L E S n P S S
n n G R y O I I E T E
E G H O S T S T T S S

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Find the correct shadow that belongs to Scooby.

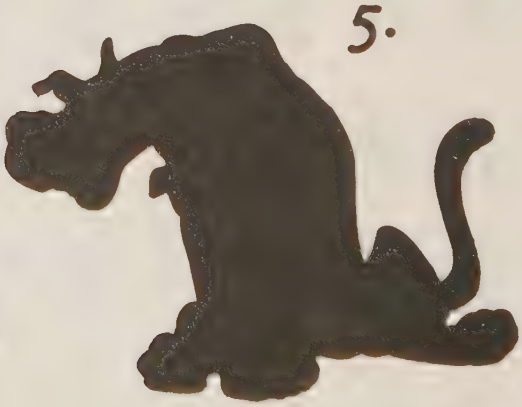
1.

2.

3.

4.

5.



ANSWER: 5

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How many words can you make from the letters in:

GREAT DANE?

AND

GET

TM & © Hanna-Barbera.

A Game for Two Players

Each player takes a turn crossing out one, two, or three Scooby Snacks. The player to cross out the last snack loses.

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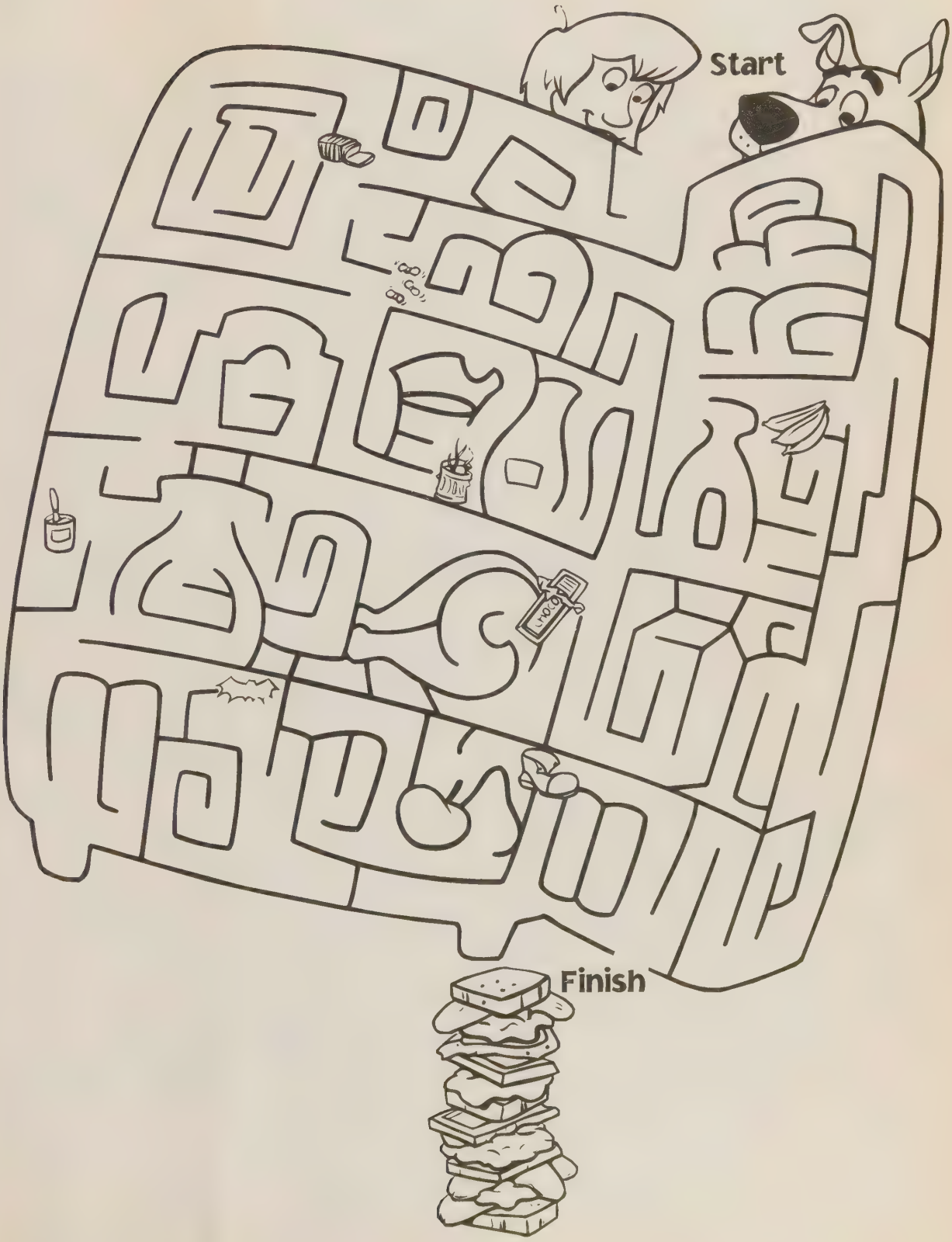
Help Scooby and Shaggy follow the path that has the right stuff to make a double-decker, peanut butter, chocolate, and banana sandwich.



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Scooby and the gang are always on the lookout for ghosts. How many ghosts can you find?

ANSWER: 7

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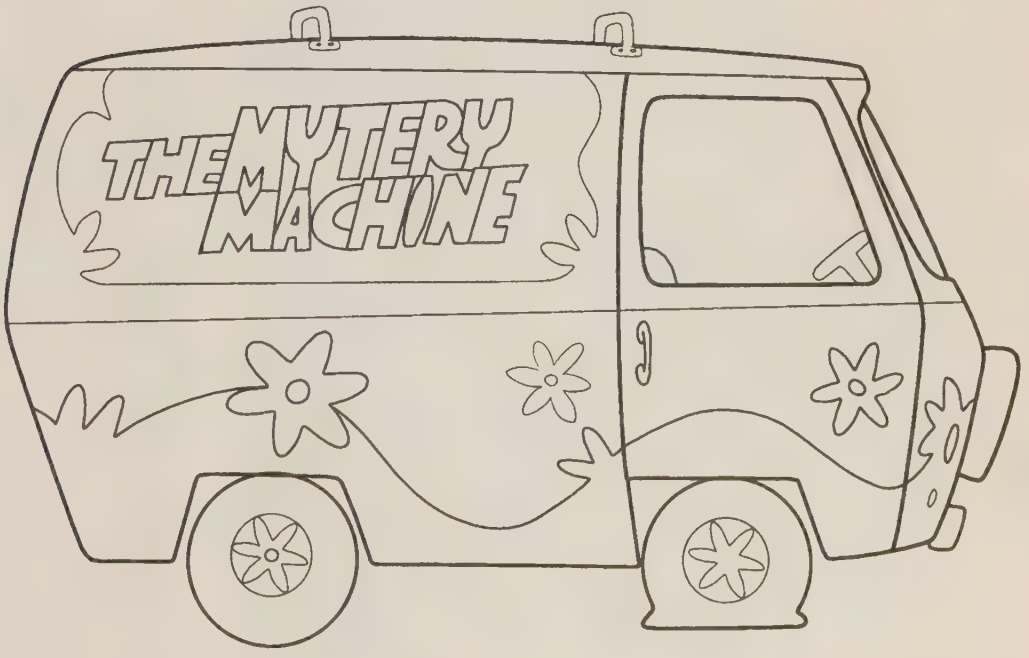
There are six differences between the top picture and the bottom picture. Can you find all of them?



ANSWERS: flat tire, door handle, an extra flower on the side, circle missing front wheel's hubcap, "Mystery" is spelled wrong, rear bumper missing.

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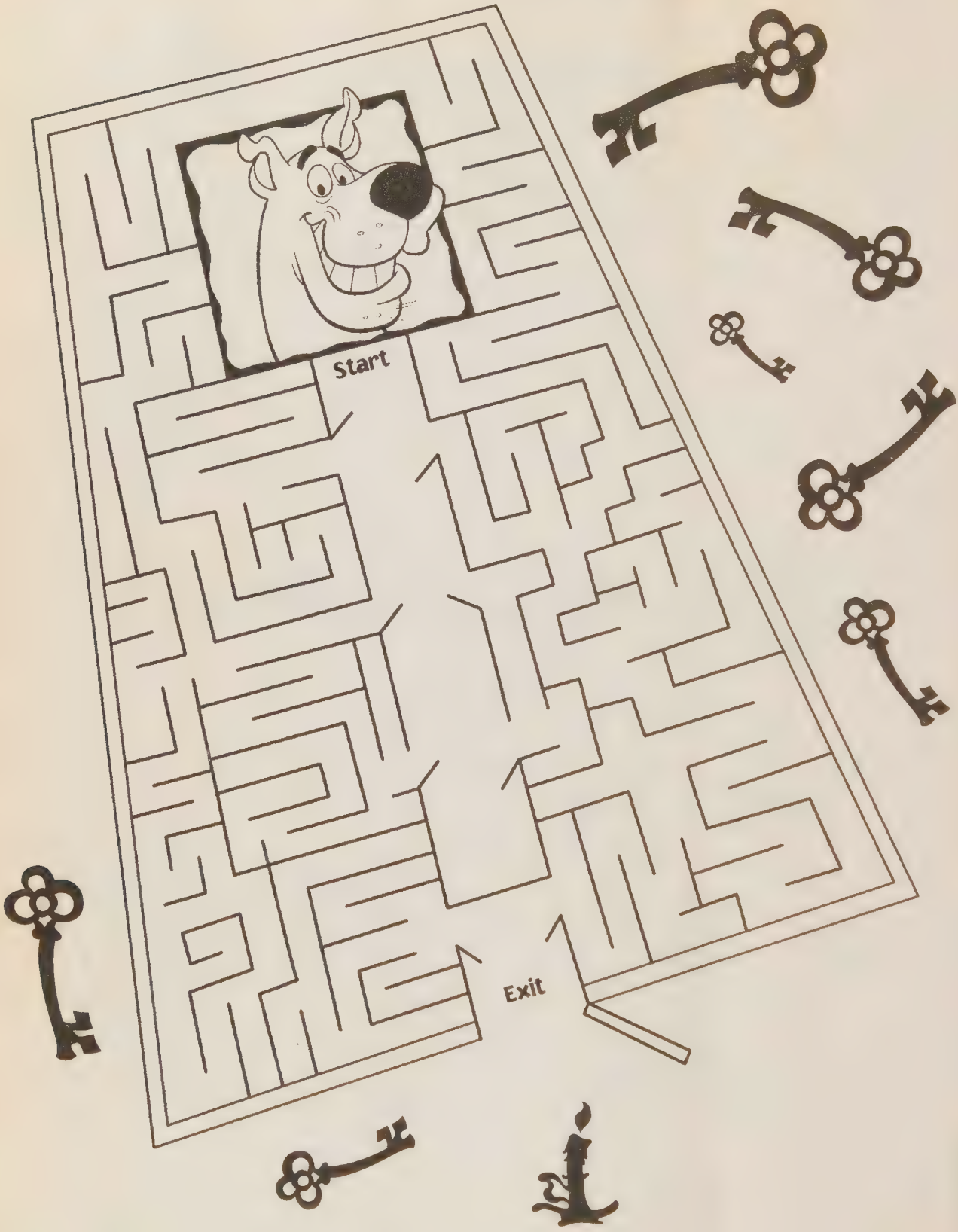
Help Scooby-Doo escape!
Draw a line through the open doors that lead to the exit.



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Use the code to read the secret message.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

15 12 12 16 12 6 7 18 7 8

7 19 22 4 12 15 21 14 26 13

ANSWER: LOOK OUT! IT'S THE WOLFMAN!

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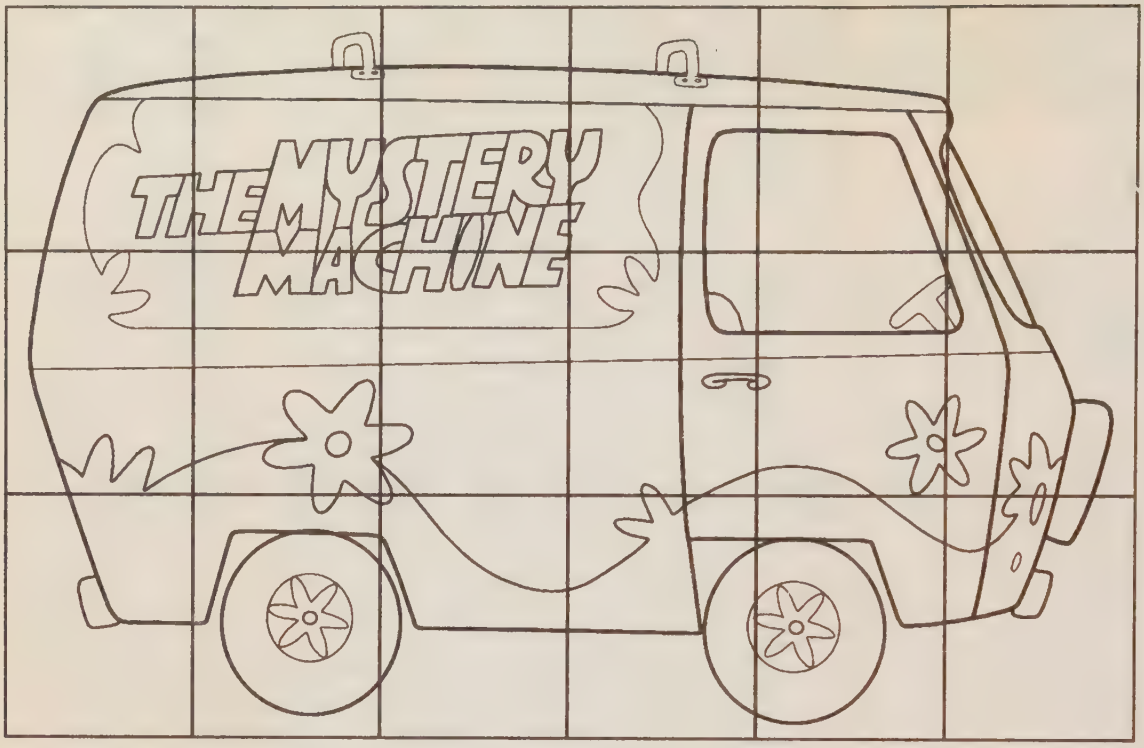
Use the grid to draw The Mystery Machine.



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Ask an adult to help you carefully cut around the dotted lines. Hang from the doorknob to your room for your own special Scooby sign!

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